

MORNING SESSION#1 – 8:45 AM TO 10:15 AM
DESCRIPTION OF SESSION

2018

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1	Dramatic Arts This module is intended to help participants learn about different styles or techniques of Dramatic Arts including the benefits of the particular style or technique, guidelines on how to properly do it, age-appropriate ways to get girls to do it and an activity tied to the program.
2	Trefoil An opportunity for members of Trefoil Guilds to discuss when and where they can assist with things outside of their Guilds. This could include helping with units but also how they can get involved at their district or area levels.
3	Create Games for Program Adapt popular board games that girls love to play for program activities.
4	Exploring ideas for an International Trip This session is for Guiders that are thinking about the possibility of taking girls on an International Trip. Come and get inspired to explore the world with Girl Guides. Presenters will be from the BC International Committee. Attending the session “Planning an International Event” will assist you making this dream can become a reality.
5	Effective Communication This module is designed to help you build your communication skills and use these skills to work more efficiently with other people. This module will help you communicate clearly, understand barriers to communication and communication theory, understand methods of Communication including advantages, disadvantages and appropriate use and see communication as a two-way street, where listening and feedback are as important as talking.
6	Event Planning Learn about the process of event planning and participate in planning an event that could be used in Guiding.
7	Bias Awareness/Equity An introduction to how a personal bias is formed and helps us to recognize the ways we can perpetuate inequity without even realizing it. Topics include using inclusive programming to counteract the negative effects of bias.
8	Communicating with Girls Introduces Guiders to effective communication skills and techniques that are helpful in the Unit. Provides opportunities to practice effective and age-appropriate communication.
9	Volunteer Management Find out about why people volunteer and how to develop an effective team to help people achieve what they want from volunteering. Learn how to create a workable plan that will enable you to fill a real, specific role on one of your teams through targeted recruitment.
10	Girls United - Helping Girls Connect in Healthy Ways - all morning session Topics include helping girls to know how to get along with others, build strong connections be a supportive and build strong, rewarding friendships. It will give Guiders a deeper understanding of how to recognize social aggression and take action to provide girls with safe places.

MORNING SESSION#2 – 10:30 AM TO 12:00 PM
DESCRIPTION OF SESSIONS

1	<p>Leading Active Games Leading Active Games will help you include active games in your Unit. It provides tips for being an effective facilitator, guidance on being inclusive for all abilities so there is maximum participation, and offers the opportunity to practice leading an active game.</p>
2	<p>Promise and Law This module is intended to help participants understand the Promise and Law on a personal level and develop ways to build the Promise and Law into all unit activities. The module will help participant to explore what the Promise and Law mean to them, how they can live the Promise and Law and how they can pass on the message of the Promise and Law.</p>
3	<p>Getting Outside The Getting Outside module is the first of the OAL training modules. The focus of this module is To train Guiders so they can give girls the opportunity to experience the outdoors through activities such as: outdoor games, walks in the park, nature observation activities.</p>
4	<p>Building Strong Teams This module is designed to give you an understanding of what a team is and how it works and to give you skills to improve the teams you lead or are a member of. This module will teach you about the characteristics of an efficient team, team development and team building the characteristics of a leader, and the preparation and facilitation skills needed to be a better leader.</p>
5	<p>Awards To keep volunteers it is important to recognize their contributions. Learn about guiding awards that are available as well as simple little “thank yous” that can be given to volunteers.</p>
6	<p>Time Management This module is designed to help you gain the skills and knowledge to effectively manage the time you spend Guiding and to use these skills to make your work within Guiding more enjoyable. This module will help you learn about setting priorities to ensure your activities match your priorities and goals, making a Plan and using effective tools, following through with the Plan to evaluate your time and avoid procrastination, the relationship between time and stress to avoid burnout and learn to say, “No.”</p>
7	<p>Estate Planning This is a requested session from Trefoil members but useful information for everyone. Presented by Kristen Okimaw of Entrust Law. http://entrustlaw.ca/team/kristen-okimaw/</p>
8	<p>Conflict Management This module is designed to help you develop a personal understanding of conflict and give you the skills to effectively manage conflict whenever and wherever it arises. This module will teach you to understand conflict and your views of conflict, identify conflict and the role body language and tone of voice play, and manage conflict people in conflict.</p>
9	<p>Planning an International Trip – follow up to Exploring ideas for an International Trip This session will give you the “Nuts and Bolts” of planning an International trip. It will guide you through the process and demystify the Safe Guide paperwork involved! Presenters will be from the BC International Committee.</p>
10	<p>Girls United - Helping Girls Connect in Healthy Ways - All morning session Topics include helping girls to know how to get along with others, build strong connections be a supportive and build strong, rewarding friendships. It will give Guiders a deeper understanding of how to recognize social aggression and take action to provide girls with safe places.</p>

AFTERNOON SESSIONS – 1:25 PM – 4:35 PM

All Sessions 1 hour long

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Session A

A1	Bringing Out Their Best Girls with Guiding come to us with a different profile of strengths and weaknesses. Like us they have their good days, and not so good days! But once in a while, we are challenged with a girl whose behaviour is pervasively difficult and disruptive. In addition to being extremely frustrating, difficult behaviour is time and energy consuming, disrupts the group functioning, interferes with programming, and decreases everyone's enjoyment of activities. Through discussion and activities, this session will explore skills and strategies for managing difficult and disruptive behaviour. All ages will be covered, but strategies for Sparks, Brownies and Guides will be covered in greatest detail.
A2	Create Interesting Meetings for Guiders Do you only have 6 people at your District meeting? Are they falling asleep? Do people dread having to attend? We'll give you ways to help increase attendance, get people involved and feeling informed and making meetings something Guiders do not want to miss!
A3	Guiding Resources Where to look? Who to Ask? How to find what you need quickly and add variety to your program.
A4	Involving the Girls in Planning the Program - Guides This is the age that leadership skills can really begin to develop, what better way to encourage this than to let them plan and often lead their program.
A5	Science in the Program A taste of Science...and smell and sight...."
A6	Decluttering Do you look in your closet, cupboards, paper work or crafts supplies and wonder why you are keeping this stuff. Get some tips on where and how to get rid of items.
A7	Social Media Explore the uses of various Social Media that can be useful when communicating with girls and their parents
A8	Techno Fingers Learn about all the numerous tools that can be used to share and network using technology. Dropbox, Google docs, One Note are just a few.
A9	10 minute fillers Ever find yourself with 10 minutes to spare in a meeting and you don't know what to do with the girls? Come and get up to 100 ideas of things to do!
A10	International Events Tips on how to guide your girls through the application and selections process for International Events.

	Session B
B1	Knots and What Knots Learn some basic knots and creative ways to teach them to your girls.
B2	Wide Games Wide Games what are they? Liven up your program. Join this session to learn how to prepare wide games for your unit to play?
B3	Theme Camps Attend this session and learn some creative ideas on how to develop a theme for your camp and then to utilize the theme in your menus, activities etc. Explore Camp in a Box with all the resources needed for camp planning
B4	Quartermastering and Menu Planning Does the thought of cooking for a large crowd make you nervous? Collect some recipes for use indoors or outdoors at this session. Make a meal plan and discuss prep and shopping that will help you stay ahead of the time crunch and on top of your budget.
B5	Camping 101 Get organized with how to figure out what you need to do basic camping with your girls. How to get your girls prepared to go residential or tent camping.
B6	Taking your meetings outdoors Lots of ideas for being outside and still doing program—don't wait for camp-learn to make the best of your time outdoors! Also, prepping girls for being outside and setting expectations.
B7	Geocaching Introduction to this fun activity. What to Buy? How to use and maintain the equipment?
B8	Planning a Day Camp or Day Event How to plan a day event for any size group.
B9	Safe Guider Refresher In this constant world of change Safe Guide is also being updated. Learn the changes that have taken place and brush up on the information in Safe Guide.
B10	Campfire Planning and Songs A Campfire is not only singing, but a ceremony in Girl Guides. Learn the basis to planning a campfire and some songs that can be used.

	Session C
C1	Carpentry Crafts No paper or glue crafts here. Get the girls to work with simple tools and make some fun items using wood and other materials.
C2	Crafts/Games in the Program Crafts and games are an opportunity to encourage the girls creativity and to learn while doing. Learn where to find some great ideas.
C3	Encouraging Your Pathfinders to take control of their meetings The Pathfinder Program was developed to encourage the girls to take leadership and make decisions. To achieve this they need to be in control of their meeting and activities. Easier said than done? Get some tips on how to step back and let them lead the way.
C4	Arts to Go – Passport to the Arts Challenge Get onboard! Take part in the Arts to Go and experience the world in dance, music, crafts and drama. Look forward to sharing these challenges with your girls.
C5	Monashee Area Top Ten Music Challenge Everyone loves to sing, come learn some of the Monashee Area Top Ten songs and how to earn a crest!
C6	Ceremonies and Flags What's the Brownie Ring? Ideas for Enrolment, Advancement and other Special Occasions. Learn proper flag etiquette.
C7	Using Devices IPAD, iPhone, Smart Phones – tips on how they work and how to use them.
C8	Home Made Beauty Aids Make beauty aids using items found in many homes or available at your local store.
C9	Paper Crafts Making something useful using paper, scrapbooking techniques etc.
C10	Adventure Camping Explore Adventure Camping and find out the guiding requirements to enable you to offer this experience to your girls.