

Supporting Quality Guiding

'Supporting Quality Guiding' is an initiative designed to support and encourage Leaders to continue delivering a quality Guiding program in their Units. It was founded on feedback that Leaders were after support, in particular resources, that enable the delivery of a great Guiding program for our youth members. It has three parts: Programming Pack (separate editions designed for Unit Leaders and District Managers), Term Resource Packs and the ongoing development of avenues for Leaders to share their program ideas and resources with each other.

Programming Pack – 'how to' for new and experienced leaders

This pack is a resource for all Units, giving guidance on best practice programming including: a term programming process; term program planning tips; a Quality Guiding Checklist; and support in identifying the skills and knowledge gained through the activities offered. It is designed to provide new and experienced Leaders alike a foundation for best practice Guiding, to clarify and streamline the term program planning process and instil confidence in Leaders that their term program is best meeting the aims and objectives of the AGP.

Term Resource Pack – a wealth of program ideas!

The term program packs provide resources for all developmental stages which cover the elements and fundamentals of the AGP. They aim to share great program ideas and model many elements of an effective program – from the development of activities, to their delivery and how the program is communicated to parents.

These packs contain:

- a term program with blurbs and skill lists which can be used on Unit term programs given to Guides and parents providing clarity on the awesome experiences offered at Guide meetings
- A 'menu' of activity ideas (program breakdown for Leaders) covering all developmental stages and a variety of skills and experiences, linked to each meeting theme for Leaders and Guides to choose from when planning their meetings
- The instructions, activity timing, equipment list and printable resources to run each of the activities suggested in the pack

Term Program		
Date	Weekly Theme	Key Skills
	Keep on Moving Get ready to roll for a meeting of fun on wheels! Challenge yourself to learn more about our roads and how to be safe and prepared when moving around your local community.	Road Safety
	How the World Works #1 What goes on in the world of adults? Let's spend two weeks discovering more about the adult world of money, jobs, and traditions, and find out how the world works.	Citizenship Team Work
	How the World Works #2 Our adventure about life continues...	Citizenship Team Work
	Cooking up a Storm Can you cook up the storm with the contents of a mystery box? Yes?! ... well this is no ordinary mystery box. Are you and your Patrol ready for a challenge?!	Cooking Team Work

Program Breakdown for Leaders			
Program Contents	Time required	Suggested age range	Skills covered
Keep on Moving			
Traffic Obstacle Course	60 mins	5-9	Construction Road Safety
Road Rules Trivia	15 mins	5-12	Road Rules and Safety
Making Go-Carts	90 mins	9-17	Knots and Construction
Road Trip Wide Game	90-120 mins	14-17	Road Rules Driving skills
How the World Works #1			
Exploring Australian Coins	15 mins	5-7	Citizenship
Design Your Own Money	10 mins	5-7	Citizenship Creativity

Meeting:	Keep on Moving	
Activity:	Traffic Obstacle Course	60 mins
Aim: Explore the main features of a car, practice road safety	 Theoretical  Practical	Skills: Construction Road Safety  5-9
Equipment:	• Large cardboard boxes • Tape • Rope • Scissors/ stanley knife • Chairs/ tables and other items from around the hall	
Activity Overview:	Each Patrol constructs a 'car' out of cardboard boxes. Suggest they include seatbelts (rope) that they can either wear or put their teddy in (30 min)	

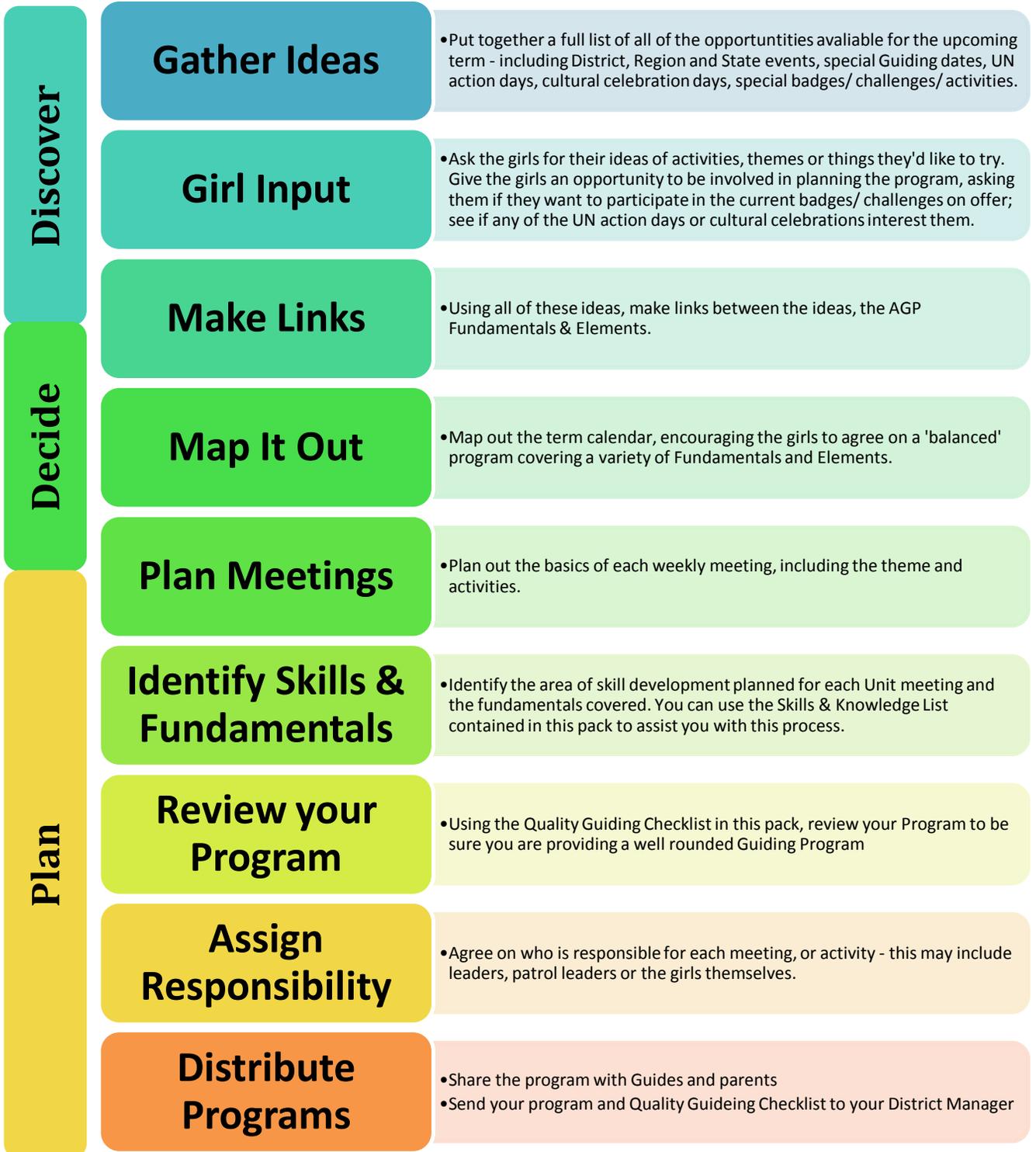
Supporting Quality Guiding is designed to build on the fantastic work being undertaken by Leaders throughout Victoria. We are keen to hear your feedback on the contents of the Programming Pack and the Supporting Quality Guiding initiative to evaluate its effectiveness and make improvements for the future. Please send through any comments or questions to program@guidesvic.org.au. We would also like to hear from volunteers keen to be involved in the development of program ideas and term program kits in the future.

Quality Program Planning Process

This planning process is an outline designed to guide you through the term programming process.

The order of these steps is a guide only; you may already have a process that uses these steps in a different order. What is important is that the steps ultimately use the Australian Guide Program (AGP) Process (Discover – Decide – Plan – Do – Evaluate).

Girls' involvement in the process will vary from giving input to following the full process depending on their Developmental Stage and/ or experience with program planning.



Quality Program Planning Tips

Gathering Ideas

The Victorian Program Team will supply a termly list of State events, UN action days, cultural celebration days, special badges/ challenges/ activities. Other places to consider gathering ideas include

- Guiding websites
- Educational websites
- The bookshelf in your local Guide hall
- Trainings
- Talking to other Leaders
- State and Region
- Your local Council or community

Girl Input

Girl input is an essential step within the Australian Guide Program. This comes in many different shapes and sizes, and this process varies between Units and developmental stages, as well as across different terms and different sets of girls. The important thing is that girls are getting input and feel a sense of ownership for their program, whether it's choosing a game or whether they do a craft, cooking or active game in a particular week; or completing the full AGP process from discover to evaluate to create their program.

With so many ideas on offer, you can not do it all... so ask the girls what they're interested in. Put it all in front of them and ask; give them options; have a vote, or let them discuss the options and come to a decision.

Make Links

This is an opportunity to start being as creative as you like. Treat it as you would a mind mapping or brainstorming exercise where nothing is wrong – you're simply identifying possibilities. Have you thought about:

- using codes as part of a cooking activity?
- teaching knotting through jewellery making?
- discussing Promise and Law at the same time as the rules of a game?
- learning compass points through drawing games?
- using tracking to learn about World Guiding?

Map It Out & Plan Meetings

Remember-

- Not all of the girls' ideas can make it into the mix-there is simply not enough time.
- The mix of ideas does not have to be solely made of ideas from the girls. Take this chance to allow the Leaders to incorporate some of their own suggestions.
- Fun! It's all about learning by doing and enjoying the journey!
- Help the girls to select a set of activities that cover as many Fundamentals as possible each term. In addition, help them to understand the reasons for choosing one activity instead of another.

Identifying Skills & Fundamentals

We ask that the skills and Fundamentals addressed each week are identified and suggest including them on the term program sent to girls and parents. This will allow parents to see the intent of each meeting and understand exactly what their daughter is learning/practising that week.

Supporting Quality Guiding Checklist

Use this checklist alongside your term program to ensure the experiences offered to Guides are providing a balance across the elements and fundamentals of the Australian Guide Program. Send a copy of your term program and this completed checklist to your District Manager.

Unit: _____ District: _____

Term: ____ Year: _____ Person/s completing checklist: _____

Have the girls had input into their program?

Each/ most weeks will the Guides experience?

-  Physical – learning through active participation
-  People – working alongside other people
-  Practical – learning skills by doing
-  Self – growing as a person

What skills and knowledge will be developed through the experiences your Guides have this term? How do they fit into the fundamentals? Aim to cover more than half, with all covered each semester. List the skills/knowledge here:

-  Promise & Law _____
-  Outdoors _____
-  Service _____
-  World Guiding _____
-  Guiding Traditions _____
-  Leadership _____
-  Patrol Systems _____

During the term is there opportunity for:

- Girls to run parts of the program – including activities as part of a badge or award
- Girls to peer assess badge work (as Unit or in Patrols)
- Pre-promise activities for new Unit members
- Patrols to work as a team (including Patrol Time)
- Girls to evaluate the activities they have taken part in
- Linking with other Units – inside or outside of your District

Supporting Quality Guiding - Skills & Knowledge List

Use this list to help you to identify how the potential skills and knowledge developed through your Unit program fit within the fundamentals of the Australian Guide Program.

The list has been developed using the content of the Girls' Handbooks and is by no means an exhaustive list. Icons have been chosen to represent each fundamental and these can then be used on your term program to identify the fundamental(s) covered each week.

Fundamental		Skill or Knowledge Area
<p>Promise & Law</p> <p>Keeping the Promise and Law is our underlying code of living.</p>		<ul style="list-style-type: none"> - Citizenship - Community - Flag identification - Good turns - Indigenous Australia - Values
<p>Outdoors</p> <p>Enjoying the Outdoors offers active adventure and awareness of the environment.</p>		<ul style="list-style-type: none"> - Adventurous activities - Bedrolls - Compass & GPS - Cooking - Environmental care - Fires - Flag poles - Gadgets - Knotting & lashing - Mapping - Overnight activities - Packing - Tracking
<p>Service</p> <p>Giving Service encourages a sense of community.</p>		<ul style="list-style-type: none"> - Advocacy - ANZAC Day - Calling 000 - First Aid - Fundraising
<p>World Guiding</p> <p>Exploring World Guiding builds peace and understanding.</p>		<ul style="list-style-type: none"> - Exploring culture - Thinking Day - Symbols of Unity - WAGGGS - World Centres - World Conference - World Regions
<p>Traditions</p> <p>Sharing in Guiding Traditions give a sense of belonging and history.</p>		<ul style="list-style-type: none"> - Be Prepared Kits - Campfires - Ceremonies - Codes - Guiding History - Guides Own - Kim's Game
<p>Leadership</p> <p>Experiencing Leadership Development builds skills for life.</p>		<ul style="list-style-type: none"> - Adapting activities - Choosing a good leader - Decision making - Learning styles - Problem solving - Share/ Teach a skill - Speaking and listening
<p>Patrol System</p> <p>Participating in the Patrol System develops teamwork skills.</p>		<ul style="list-style-type: none"> - Communication - Collaboration - Delegation - Negotiation - Planning together - Teamwork - Working as a committee