WORLD THINKING DAY 2015





MDG 8:
Develop a global partnership for development

'Creativity is contagious.' – Albert Einstein.

A big thank you to all WAGGGS and World Centres staff and volunteers for making sure we are spreading our creativity to Girl Guides and Girl Scouts around the world.

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Introduction

Welcome to World Thinking Day (WTD) 2015!

With 10 million Girl Guides and Girl Scouts from 146 countries, the World Association of Girl Guides and Girl Scouts (WAGGGS) is the largest voluntary Movement dedicated to girls and young women in the world.

Our mission is: "To enable girls and young women to develop their fullest potential as responsible citizens of the world."

To achieve this mission we are creating strong partnerships at all levels that empower girls and young women to take action and make the world a better place.

This year's WTD theme is Millennium Development Goal (MDG) 8: *Develop a global partnership for development.*

This is the last in a series of WTD themes focusing on the MDGs, and the last element of our Global Action Theme, "together we can change our world". Through our Global Action Theme, WAGGGS members have been taking action on the MDGs since 2009.

Experiencing the power of partnerships is a great way to celebrate our worldwide Movement. The MDGs as a whole represent a global partnership for development and establishing successful partnerships is not something new for our members. Every day, Girl Guides and Girl Scouts around the world are working in partnership at all levels. Those partnerships could be:

Local: among groups in the same movement or with other partners in the local community.

National: Member Organisations forming partnerships with NGOs and other Member Organizations depending on the expertise of each one.

Regional: regional teams sharing knowledge by providing support through trainings and workshops.

Global: WAGGGS partners with global stakeholders (UN WOMEN, Dove, UPS and many more) that share our vision for girls and young women.

In a partnership of 10 million, imagine what we can achieve!

The WTD 2015 activity pack is a great way to introduce the MDGs, especially MDG 8, to girls and young women. Take part to...

- **Be inspired** by the history and impact of our global Movement
- **Celebrate** World Thinking Day and feel like one in ten million!
- **Take action** in partnership that changes your community
- **Connect** with the worldwide sisterhood of Girl Guiding and Girl Scouting
- Make a difference by fundraising for WAGGGS projects around the world



WTD 2015: How to Play the Game!

For the first time, WAGGGS has created a board game to help Girl Guides and Girl Scouts celebrate on World Thinking Day. Perfect for playing together at a group meeting, or as part of a World Thinking Day party or special event.

Learning Outcome	 Learn about MDGs 1 to 8 Feel like one in ten million! Discover more about WAGGGS & World Thinking Day Have fun!
Time needed	One hour approximately
Essentials	 Printed copy of the WTD game board 1 playing piece per player/team (choose an object or make your own piece. Why not choose a small Girl Guide or Girl Scout symbol, like a badge?) Dice or 6 pieces of paper numbers 1-6 to be picked from a box/hat A watch, clock or timer
Gather these items and keep them in a box or bag near the game. You never know when an activity might need something from the toolbox!	 A ball of string or wool Long piece of string/rope/skipping rope or similar per team. Tie ends together to make 1 large string/rope circle per team. One scarf or blindfold for each player (group neckerchief/scarf is perfect) Paper, pencil and coloured pens (enough for all players) One pair of scissors USD currency conversion: some activities use USD as an example currency. It would be helpful to know in advance how much 1 USD is in your currency. One camera or mobile phone that takes photos per team (optional)
Age Group	 7 years and above For younger members the game needs some adaptation (see page 9)
Group Size	 For 2+ individual players or teams. No more than 6 players in a team.

How to Play

Each team takes it in turns to play. A turn has four parts:

- 1. Divide your group into teams. Each team should have a maximum of 6 players.
- **2. Roll the dice** (or pick a piece of paper numbered 1-6 from a hat/box)
- **3. Move** your team playing piece forward by the number of spaces shown on the dice
- **4. Act!** When you land on a space, answer a question or do the activity!
- Match the picture on the space you landed on with the right category of questions in the handbook.
- Pick the next activity on that category list that a group hasn't tried yet. Try to challenge yourself - but if it looks too hard, you can skip on to the next activity.
- Read out the question or task so everyone knows what to do, and do it!
- For some questions, you get an extra dice roll if you get the answer right. When it's your next turn, don't forget to roll the dice twice, instead of once. Then do the action on the last space you land on.
- **5. Pass** the dice onto the next team

Look for the guiding light!

Questions and activities marked with a guiding light are for the whole group to play together. Look out for the candle symbol next to these whole group challenges!



Time to share!

Just imagine all of WAGGGS' 10 million members playing this WTD game together! Join in by sharing a photo, comment or tweet through social media where you see this symbol. You could also write about your WTD game experience and share with another local Girl Guide or Girl Scout group, or with your national Association.



How to win:

The first team to land on 'the End' space, with an exact throw of the dice, wins the WTD 2015 game. Then they can help other teams so everybody reaches the finish.

Team: the smaller teams of Girl Guides and Girl Scouts that are split to play the game.

Group: the whole group or unit or troop of Girl Guides and Girl Scouts that are playing the game

Tile	Description	Questions	
→	Starting point! Put your playing pieces on this space to start		
Our Chalet	World Centres (5 mins each) Have fun at a World Centre, and learn about these special WAGGGS places around the world.	Page 12	
	WAGGGS and World Thinking Day (2 mins each) These questions and activities about WAGGGS and WTD give you the chance to win an extra dice roll, and get ahead!	Page 16	
	MDGs 1-7 (5 mins each) Learn more about the other MDGs with these fun challenges. Some are for just one team, some for the whole group.	Page 20	
	MDG 8 (5 mins each) Experience the difference partnership can make with this mixture of activities, facts and team building challenges.	Page 26	
g gad la Fin/g	The End! You have to throw the exact number of moves to land on this space. First team to land here wins the game!		

Tips for Leaders:

This board game is designed for your group to play in a meeting. It doesn't need much preparation or equipment. You should be able to complete the game in an hour, but allow extra time if you have a very big group or want to do extra activities.

Try these tips to help your group have the most amazing learning experience possible!

- Try to read this pack before playing the game with your group. You might want to highlight the best activities for your group.
- Put a **toolbox** of materials together for the game. The complete list is on page 6. Not many activities need equipment, but this way everything is available when you need it.
- The game works best with a **facilitator** an older girl or leader who has looked through the game in advance and understands how it works. The facilitator can help keep teams on track, read out the questions, keep time for activities and help with scoring. This is particularly true for bigger groups and groups of younger children.
- A facilitator tries to **empower** the learners they are working with. Putting young people in the lead so they can self-direct their learning is part of the Girl Guide and Girl Scout educational method. Try to **step back** from leading the game, and **encourage** the players to take the lead, make their own decisions and support each other. Even very young children can make choices about what activities to do, and practice working in a team.
- The activities and questions in the game cover a range of difficulties and **knowledge levels**. The World Thinking Day questions have been split into easier and harder sections, but the other categories are a mix of activities, facts, and guestions. If an activity looks too hard for your group, skip it and try the next one.

- You can adapt the activities in this game to fit your group's needs. Try to keep to the **learning outcome** from page 6 but if you want to change activities, or add new ones, go ahead. You know your group best.
- Each team activity should only take a few minutes. Longer or more complicated activities are generally for the whole group to do together. If teams have nothing to do, encourage them to support and encourage the busy team.
- These activities could also give you ideas to use at other group meetings, or for other World Thinking Day celebrations.
- New to the MDGs? Why not use other WAGGGS resources to learn more before playing the game. There are lots of activity packs about the MDGs on the WAGGGS website. Try previous WTD activity packs (www.worldthinkingday.org/en/activities10) or the WAGGGS Global Action Theme Curriculum (www.wagggs.org/en/resources/document/view/20082).
- If you have any questions or you want to share your experience with the game, please contact youthlearning@wagggs.org

Ready to have some fun? Let the game begin!

Did you know that.

The northernmost Girl Guides in the world are living in Nuuk, Greenland



Questions & Activities

?!

World Centres

Answers on page 35

Our Cabaña



You and your team just arrived in **Mexico** and are heading to Cuernavaca, the "city of eternal spring" (with sunshine all year round!) You're going to visit Our Cabaña, a WAGGGS World Centre

At Our Cabaña you will explore Mexico, learn about Mexican culture and international

friendship, visit adventure parks, camp, and take part in a community action project.

Did you know that your group leader can organize a trip to any of the World Centres?

Make a virtual visit at www.ourcabana.org



Mexico is known for its famous murals, brightly painted walls and iconic mural artists such as Frida Kahlo and Diego Rivera. In two minutes, create a 'live mural' of the whole group posing with as many bright colours as possible - be creative and use what's around you!



If you can, take a photo or video of yourself doing this, and share with WAGGGS and Our Cabaña on social media!

Did you know that...

Anyone over the age of 16 can take part in a free WAGGGS e-learning leadership course at glow.wagggs.org!

Pax Lodge



You and your team just arrive in the **UK** and are heading to the World Centre there! Pax Lodge is in London, near to the centre of this exciting city, and offers a fun packed programme of events. The name Pax Lodge was selected as a tribute to the Baden-Powells who had used the Latin word for peace 'pax' in the names of their two homes, Pax Hill in England and Paxtu in Kenya. Learning to live together in peace is an important part of

Girl Guiding and Girl Scouting.

Did you know that you can learn about a new culture and develop new skills as a World Centre volunteer? There are different positions available at each World Centre!

Get ready for London at www.paxlodge.org



Try to spell the word PAX (or PAX LODGE if there are lots of people in your group) in the most creative way.



If you can, take a photo or video of yourself doing this, and share with WAGGGS and Pax Lodge on social media!

Did vou know that.

The Western Hemisphere is the region with most female Presidents and Heads of State (including Argentina, Chile, Bolivia, Brazil, Costa Rica, Nicaragua, Panama, Ecuador, Canada, St. Lucia, Barbados, Belize, St. Vincent and The Grenadines)

Our Chalet



You and your team just arrived in Switzerland and are on your way to the town of Adelboden. Then you'll climb a hill to visit Our Chalet for your World Centre experience! Our Chalet was the first world centre to open in 1932, and is now the ultimate place to experience outdoor

adventure and challenge in the Swiss Alps. Our Chalet is located in a beautiful valley surrounded by mountain peaks that reach up to 3244 meters!

Did you know that anyone can visit a World Centre, you don't have to be a Girl Guide or a Girl Scout. Everyone is welcome: single sex or mixed groups. your family members or your friends!

Plan your mountain adventure at www.ourchalet.ch



Try to build the highest mountain possible just using your group members!



If you can, take a photo or video of yourself doing this, and share with WAGGGS and Our Chalet on social media!

Fifth World Centre

You and your team have just arrived in **Africa**. You're going to a Fifth World Centre experience - which could be taking place in any country on the African continent!

The Fifth World Centre project is exploring how WAGGGS can bring a World Centre experience, using existing facilities in the WAGGGS Africa Region, to girls and young women from Africa and across the world. Events might focus on leadership, economic empowerment, boosting body confidence, ending

violence against girls and young women, or any other WAGGGS topic.

Learn more by visiting www.wagggs.org



Fach team has 3 minutes to write down all the countries that belong to the WAGGGS Africa Region. The team that thinks of most correct countries, gets an extra move! Answers on page: 40

Sangam



You and your team just arrived in **India** and are heading to the World Centre there! Sangam means 'Coming Together' in Sanskrit. In Sangam you can join a community leadership event which emphasizes intercultural learning and personal growth through interaction with Sangam's Community Partner organizations.

Did you know that there are scholarships available to join an event or become a volunteer at the World Centres?

Connect with India at www.sangamworldcentre.org



On the 16th of October 2015 Sangam will turn 49. That means that 2016 will be a very special time; Sangam's 50th birthday! It is a tradition at Sangam to sing 'Happy Birthday' for guests, using as many languages as possible and making a lot of noise by banging gongs, instruments and kitchen pots. Now it's your turn to make lots of noise and sing 'Happy Birthday' to Sangam.



If you can, take a photo or video of yourself doing this, and share with WAGGGS and Sangam on social media! HAPPY **BIRTHDAY!**

WAGGGS & World Thinking Day

Answers on page 35

If your team gets a question right, you can roll the dice twice at the beginning of your next turn.



The questions with the #GuidingLight icon are for the whole group and don't have a winning team.

- 1. As a team, choose 1 object each that symbolizes, for you, international Girl Guiding and Girl Scouting. Explain to the group why you chose them.
- 2. What do the initials of WAGGGS stand for? If English is not your native language how would you translate it?
- 3. What date is World Thinking Day?
- 4. Can you remember your promise? As a team, say it out loud.
- 5. Which country hosted the 2014 WAGGGS World Conference?
- 6. Can you name the five WAGGGS Regions?
- 7. Which country has a WAGGGS World Centre called Our Cabaña?
- 8. Making friends with Girl Guides and Girl Scouts in other countries by sending letters and postcards is part of WTD. With your group, choose a country and write a short letter or a postcard to the Girl Guides and Girl Scouts there.
- 9. How many countries are part of WAGGGS?
- 10. What country did Girl Guides and Girl Scouts start in?
- 11. The first ever Girl Guides gate-crashed a Boy Scout event and demanded that Baden Powell offered "something for girls". Do you know where this event took place?
- 16 | World Thinking Day 2015

- 12. Can you guess which is the biggest Region in WAGGGS?
- 13. Which WAGGGS region are you part of?
- 14. What was the name of the World Chief Guide?
- 15. Name one activity that your group would like to do to celebrate WTD.
- 16. Why was 22 February selected for World Thinking Day?
- 17. Each team writes a thought they would like to share about Girl Guiding and Girl Scouting and share it with the rest of the group.
- 18. How many million Girl Guides and Girl Scouts are there around the world?
- 19. Which World Centre was founded first, in 1932?
- 20. What year did Girl Guiding and Girl Scouting begin in your country?
- 21. Can you name the three official languages of WAGGGS?
- 22. Each team thinks of one idea of something they could do to fundraise for World Thinking Day!
- 23. What is the name of the WAGGGS World Centre in India?
- 24. When you donate money to the World Thinking Day fund, it is spent to support Girl Guides and Girl Scouts in other countries. Can you think of one thing the money might be spent on?
- 25. Did you know there are about 6,500 languages spoken in the world? In your team, say hello in as many languages as you can. if you get more than three, you can roll again!



Challenge Yourself!

Answers on page 36

1

-0

These questions are a bit harder, particularly if you're learning about WAGGGS for the first time. Challenge yourself and take a risk by choosing these questions!

- WAGGGS is governed by a "World Board" of active WAGGGS members from around the world who are elected at the World Conference. Can you guess how many members the World Board has?
- The Trefoil is the symbol of the World Association of Girl Guides and Girl Scouts. Every part of the trefoil has a meaning. Do you know what the two stars in the trefoil represent?
- Which country is the newest member of WAGGGS?
- What is the World Thinking Day fund?
- 5. Our Motto shares the Founder's initials (in the English language) and is a practical reminder of the educational purpose of Girl Guiding and Girl Scouting. What is it?
- All Girl Guide and Girl Scouts have three things in common. One is that we all make a promise. Can you name the other two?
- The mission of WAGGGS is a statement that describes what WAGGGS wants to do for girls and young women. Do you know what it is?
- The World Bureau is the headquarters of WAGGGS. Do you know 8. where it is located?
- 9. Can you guess which region has the most Member Organizations?
- 10. Did you know that the Girl Guides and Girl Scouts are speaking out on issues that are important to them all around the world? Can you name an issue WAGGGS is campaigning about?

World Thinking Day Heritage

Key facts about World Thinking Day:

- In 1926, during the 4th World Conference, it was agreed that the Girl Guides and Girl Scouts would have a special annual day to celebrate. They named it Thinking Day.
- Thinking Day was created for Girl Guides and Girl Scouts to share their thanks and appreciation for our global movement.
- The date 22nd February was chosen because it was the birthday of both Lord Baden-Powell, founder of the Boy Scout Movement, and his wife Olave, who was the World Chief Guide.
- In 1932, Olave Baden-Powell wrote a letter to all Girl Guides and Girl Scouts and introduced the idea of fundraising for Thinking Day. She asked them to spare a penny to help support Girl Guiding and Girl Scouting around the world.

Though you cannot visit sister Guides in France or Finland, in Austria or Australia, in Italy or Iceland, Canada or Chile, Ghana or Guatemala, U.S.A. or U.A.R., you can reach out to them there in your MIND. And in this unseen, spiritual way you can give them your uplifting sympathy and friendship. Thus do we Guides, of all kinds and of all ages and of all nations, go with the highest and the best towards the spreading of true peace and goodwill on earth.

Window on my heart (1983), Lady Baden-Powell and Mary Drewery, p. 182

Together we can change our world - MDGs 1 to 7

Answers on page 36

- **1. Live Image:** Take a minute to read the list of MDGs on page 30-31. Choose the MDG that your team thinks is most important to them. Perform a 'tableau vivant' (a live image) of this MDG. Ask the other teams to guess which MDG you chose and then explain to them why you chose it.
- **2.** A picture is worth a thousand words: This activity needs a camera. If you don't have one, move to the next activity.

See how many of the following photographs you can take in 3 minutes...

- a. Something that reminds you of 'poverty'
- b. Something that reminds you of 'education'
- c. Something that reminds you of 'equality'
- d. Something that reminds you of 'healthy mother and child'
- e. Something that reminds you of 'environment'
- f. Something that reminds you of 'partnership'

Note for facilitators: while this team is taking pictures ask the rest of the group if they can match these words to the different MDGs.

After taking the photographs, present them to the rest of the group.

Fundraising tip: Why not organizing an exhibition with a small entrance fee using this photos you took?

3. My picture of hunger (MDG 1 Activity 'Eradicate extreme poverty and hunger').

How much do you know about hunger? Which of these statements are true, and which are false?

- a. There is not enough food to feed the world.
- b. All of the world's hungry live in Africa.
- c. Hunger exists when food is unavailable in shops and markets.
- d. Solving hunger just means ensuring people have enough to eat.

4. Performing the Fact (MDG2 Activity 'Achieve universal primary education')

Choose one of the following facts that you find most interesting, then perform a role play to illustrate the fact to the rest of the group.

- a. More than one in four children in developing regions entering primary school is likely to drop out.
- b. 781 million adults and 126 million youths worldwide lack basic literacy skills. More than 60% of them are women.
- c. Between 2000 and 2012 huge progress has been made with almost 90% of children enrolled to primary schools.

5. Gendered Jobs? (MDG 3 Activity 'Promote gender equality and empower women')

Think of 3 jobs that are mainly held by men. Now think of 3 jobs that are mainly held by women. Why do you think this is? Think of one reason in your team and share with the group.

6. Wash It! (MDG 4 Activity 'Reduce Child Mortality')

Did you know that hand washing is the single best way to ward off diseases? In 5 minutes, think of a fun way to present to the rest of the group the importance of washing your hands. It could be a song, choreography or dance, a TV advertisement or a skit. Show the other teams.

7. Girls not Brides! (MDG 5 Activity 'Improve maternal health'): Speak out against child marriage!

Did you know that every year, an estimated 14 million girls aged under 18 are married worldwide, even if it's not their choice? Some child brides are as young as eight or nine. Child marriage can really damage a girl's health. Young girls aren't ready to have babies, physically or emotionally. They are more likely to be hurt, or even die, during pregnancy or giving birth. Imagine you are part of a campaign that fights against child marriage. You have five minutes to create a protest campaign. You could make a poster or a sign, or come up with a slogan or chant that you could use to speak out against child marriage. Share your campaign with the other teams.

8. Malaria Charades (MDG 6 Activity 'Combat HIV/AIDS, malaria and other diseases')

Give each member of the team a word associated with malaria. Each team member must act out their words in silence. The rest of the group tries to guess what the words are: CLEAN WATER, MOSQUITO NET, INSECT REPELLENT, ANTI-MALARIA TABLETS, and MOSQUITO BITES. With the whole group, discuss how the words relate to malaria.

9. Energy Save (MDG 7 Activity 'Ensure environmental sustainability')

Saving electricity is one of the simplest and most powerful things you can do to save energy. Each team thinks of their top tip for saving electricity. Then teams take turns to share their ideas. Everyone votes for the best idea, and the winning team gets another dice roll!

10. Quick MDG Quiz: Can you name all the MDGs 1 to 8 in the right order? Do you know what year is the deadline for the MDGs?

11. Two truths and a lie: This is a chance to learn how other players have made a difference as Girl Guides and Girl Scouts.

Each team should think up three facts about the MDGs, or about things they have done to take action in their community. Two facts must be true and one should be a lie. Each team shares their statements and the rest of the group votes on which was the lie. The team that is the most convincing gets an extra roll of the dice!

12. The cost of my meal (MDG 1 Activity 'Eradicate extreme poverty and hunger')

Each player in the team should write down the food they've eaten today, then make a guess about how much that cost. Is it more than \$2.50 USD? Did you know that one in five persons in developing regions lives on less than \$1.25 per day?



13. Formal and Non-formal Education. You learn many things in school, but you also learn many things in Girl Guides and Girl Scouts. What is the difference? (MDG 2 Activity 'Achieve universal primary education')

Step 1: In 5 minutes, each team writes down as many differences as possible between learning at school (formal education) and learning in a youth organisation (non-formal education).

Step 2: Compare your list with the other teams.

Step 3: Discuss: Is one style better than the other?

Different people learn in different ways. Why does that matter? Are there things that you can learn better in either formal or non-formal education?

What do you like best about what you learn in Girl Guiding and Girl Scouting?

Tip: if you want to learn more about the unique Girl Guide and Girl Scout educational method, read Prepared to Learn, Prepared to Lead! www.wagggs.org/en/resources/document/view/24907

14. Super Woman! (MDG 3 Activity 'Promote gender equality and empower women')

Did you know that in 46 countries, women now hold more than 30% of seats in at least one part of their national parliament? But there is still lots of work to be done for women's empowerment. Education is one of the most important tools for women's empowerment, and to help them get out of poverty. Education enables women to take an active part in society, which makes them feel empowered. Play this game to experience a woman's journey to empowerment.

Step 1: Choose actions to represent four things:

POVERTY - EDUCATION - PARTICIPATION - SUPER WOMAN!

Step2: Participants move around the room repeating the action you have agreed for step one - poverty. They find someone doing the same action and pair up.

Step 3: The pairs play one game of "rock, paper, scissors" (remember that scissors beats paper, rock beats scissors and paper beats rock). If it's a draw, play again until one person wins.

Step 4: The winner takes a "step up" and starts repeating the second action education. The loser carries on repeating the "poverty" action.

Step 5: Again, players find someone still repeating the same action as them, and play "rock, paper, scissors". If they win, they start repeating the next action in the chain (from poverty to education, to participation, to super woman!)

Step 6: When a player reaches "super woman", they celebrate then move to the side of the room, gathering in their teams.

The first team to have all its members become superwoman wins the game, and gets another dice roll!

15. Picture Change (MDG 4 Activity 'Reduce Child Mortality')

Brainstorm the things infants and children need to be healthy and survive. Try to think beyond just the biological necessities to the things that help you feel happy and make life worthwhile – for example, people who love you, feeling like you are valued, taking part in your community, and having a strong cultural identity. When you finish, share your ideas with the rest in your

16. MDG Web (MDG 5 Activity 'Improve maternal health')

Stand in a circle with your group. Each person represents a different MDG – there can be more than one player per MDG. The player representing MDG 5 should stand in the middle. Give a player in the circle a ball of yarn or string. This player will say one way the issues around their MDG contribute to maternal deaths, and then pass the string to the player in the middle – remember to hold on to the string. The player in the middle now passes the string to another player in the circle. Keep going until you run out of ideas. Now you have a web of string connecting maternal deaths to the other MDGs. Take a moment to think of how positive changes in each MDG could improve maternal health. For each solution you come up with, the facilitator will cut one of the strings between you and the player in the middle.



17. Unhealthy Handshake game (MDG 6 Activity 'Combat HIV/ AIDS, malaria and other diseases')

Give three players a small piece of paper each without showing anyone else. Get the group to walk around the room, shaking hands with everyone. Tell them that if they get a surprise handshake, they should pass it on. The players with the pieces of paper must secretly slip it into the hand of the first person they shake hands with. This player then passes it on. After two minutes, everyone who touched a piece of paper must sit down. Explain that the pieces of paper represented a virus. You can't really catch viruses by just shaking hands, but they can spread quite quickly in other ways. Discuss how viruses really get passed between people and how to prevent

If you are interested in more activities about MDG 6, order WAGGGS' HIV and AIDS training toolkit here: www.wagggs-shop.org/en/products/ promotional-materials/hiv-and-aids-training-toolkit

18. Draw the Change (MDG 7 Activity 'Ensure environmental sustainability')

One person in each team thinks of a simple action they can do to save energy. Without talking or writing words, they should try to draw the action so the rest of the team can guess it. Then someone else in the team takes the pen and paper and draws an action for the rest of the team to guess. Give everyone three minutes. The team that has the most correct guesses at the end wins an extra dice roll.

You need pencil & paper for this activity

















Taking Action Together -MDG 8

Answers on page 37

- 1. Fact: For every \$1 USD in aid a developing country receives, they have to pay out \$25 USD because of debt. The country you are in at the moment is experiencing an economic crisis and is unable to pay its debt. You lose your turn for the next round.
- 2. Trade or Fairtrade? Fairtrade is a way to help farmers and workers get better prices for what they produce, make sure they have good working conditions, and check that the environment where they work is protected. If an item is fairtrade, you can trust it has been produced and sold in a fair way. Can you name three products that you can buy Fairtrade? How can you spot if something you want to buy is fairtrade or not? If you answer both questions, get a bonus dice roll.
- 3. Fact: Close to three billion people (40% of the world population) will be using the Internet by the end of 2014. Where you are living, internet has just arrived - get an extra dice roll! You need:
- 4. Make the shape

Time to test your communication skills!

- a. Each team lays out their rope circle on the ground and spreads themselves out around the edge of the rope.
- b. All team members put on their blindfolds then bend down and lift the rope to chest height

long pieces rope/ string for each team,

blindfold/scarf for each player

c. The facilitator calls out a shape. Each team has one minute to create the shape using the rope and keeping everyone involved.

EG: SQUARE - TRIANGLE - HEXAGON - STAR - HOUSE etc

- d. After 1 minute, the facilitator shouts "STOP!". Each team carefully lowers the rope onto the ground, keeping the shape.
- e. Teams take off their blindfolds and check their shape.

The team with the best shape gets an extra dice roll!

5. Fact: Partnerships need peace to be successful. Yet 1 billion children live in places affected by conflict; 300 million of them are under five years old. You are trapped in a country that is experiencing conflict. You lose your turn for the next round.



This activity needs a camera. If you don't have one, move to the next activity.

Many charities and organisations use photography or movie making as a tool to help individuals and communities speak out about their needs and views. Each team has 3 minutes to take a photo to represent an issue that matters to them. Take turns to show the photo and explain the issue it represents.

Fundraising tip: Why not organizing an exhibition with a small entrance fee using the photos you took?

7. Fact: Patients in developing countries need medicines too, but some companies don't sell affordable medicines in these countries because they won't make enough money from it. Your team needs medicine, but it's too expensive for you. You lose your turn for the next round.

8. Lap Sit

Follow the steps:

- a. The whole group stands in a tight circle so everyone's shoulders are touching.
- b. Turn 90° to the right so you are facing the back of the person in front.
- c. Put both hands on the shoulders of the person in front of you.
- d. On the count of three, sit down slowly, resting on the knees of the person behind you
- e. If everyone sits down at the same time, you should create a sitting circle that holds itself up!
- f. If the circle is nice and strong, try walking forwards, still sitting on the person behind's knees! You have to move your feet at the same time as everyone else.
- 9. Fact: More people in the world have mobile phones than toilets. If anyone in your team has a mobile phone, get an extra dice roll!

10. Longest Line (activity for the entire group in teams):

The aim is for the players to make the longest line using anything they have on them. The only instruction everyone is given is "make the longest line possible".

Note for facilitators: The teams will try to compete with each other. Don't say anything! When they have finished, just say: "No, this isn't the longest line you could make". The teams need to realise that only if they all worked together, and made a line as a whole group, could it be the longest line.

11. Fact: In conflict-affected countries, children face major barriers to education. There were 28.5 million conflict-affected children out of primary school in 2013. You currently live in a country that is very dangerous to go to school as rebel groups have closed all the streets in the area. You lose your turn for the next round.

12. How much does this banana cost?

a pair of scissors, pencil & paper for this activity

You need

- a. Divide the group into five teams (unless you already have five teams!)
- b. Give each team a role, using the job cards in pages 37-38.
- c. Draw a blank drawing of a banana to show everyone and tell them it costs 30 cents.
- d. Ask each team to decide what 'share' they should earn of the 30 cents, for their job. They should consider the amount of work involved, the type of work they did, and the expenses they have to meet.
- e. After five minutes ask each team to share their decision. Write the amounts on the banana.
- f. If the total comes to more than 30 cents, get the teams to negotiate until the total equals 30 cents.
- g. Were they right? Reveal the answer by drawing lines to divide up the banana, copying the drawing on page 39.
- h. Discuss...
- Is it fair?
- How do the growers feel?
- How could the growers get a better deal?

- 13. Fact: 30% of the world's youth are digital natives. That means they have been using the internet for at least five years. Can you remember when you first used the internet? If most people on the team are digital natives, get another dice roll.
- 14. Fact: Did you know that there are countries that spend six times more on the military than they do on supporting other countries? You led a campaign to raise awareness about how little money is spent on aid compared to the military in your country, and you are invited to talk about it on TV. Get an extra dice roll!

15. Dream Partnership

Imagine your team could join together with any person or organisation you can think of, to take action and make the world a better place. Tell the group who you would choose, and why.



Share your WTD experience with Girl Guides and Girl Scouts around the world! If you can, take a group photo playing the World Thinking Day Board Game.

There are lots of ways to connect with WAGGGS! Visit www.wagggs.org or our special site for WTD, www.worldthinkingday.org, Twitter (@wagggs world) or Facebook (www.facebook.com/wagggs) or email your WTD story to youthlearning@wagggs.org

Don't forget to use the hashtags! #WAGGGS, #guidinglight

Congratulations you just completed one part of the World Thinking Day Challenge!

Don't forget! To earn the WTD 2015 badge you still need to complete two more steps:

- Share your #quidinglight (Poster side B)
- Take action together on the MDGs (Poster side B)

World Thinking Day & the Millennium Development Goals

Since 2009, each World Thinking Day has been themed on one of the United Nation's (UN) Millennium Development Goals (MDGs). The MDGs are a set of eight goals that, together, set out to end poverty by 2015.

Did you know?

The MDGs are drawn from the Millennium Declaration, created at the Millennium Summit in 2000. This was the largest gathering of political leaders from around the world in history!

The Millennium Declaration promises to "free all men, women, and children from the abject and dehumanizing conditions of extreme poverty" and was adopted by 189 nations and signed by 147 heads of state.

The 8 Millennium Development Goals are:



Goal 1. Eradicate extreme poverty and hunger: the aim is to halve the number of people living in poverty on less than \$1 USD a day and halve the number of people who suffer from hunger.



Goal 2. Achieve universal primary education: the aim is to make sure that all girls and boys complete a full course of primary schoolina.



Goal 3. Promote gender equality and empower women: the aim is to remove gender differences in primary and secondary education at all levels.



Goal 4. Reduce child mortality: The aim is to reduce the rate of death among children under five by two thirds.



Goal 5. Improve maternal health: maternal health includes family planning, preconception, prenatal and postnatal care. The aim is to reduce the number of mothers dying by three quarters.



Goal 6. Combat HIV/AIDS, malaria and other diseases: the aim is to stop the spread of HIV/AIDS and reduce the number of cases of malaria and other diseases.



Goal 7. Ensure environmental sustainability: the aims are a, to add the value of sustainable development into country policies and programmes, and

b. to halve the number of people without access to drinking water and to improve the lives of 100 million slum dwellers



Goal 8. Develop a global partnership for development: the aim is for all the countries to work together and provide the necessary support needed in order to meet the above goals.

Girl Guides and Girl Scouts told us it was really important that we take part in achieving the MDGs, because they tackle issues that affect the lives of girls and young women around the world. This is why we launched our own Global Action Theme, "together we can change our world", with one key message for each MDG.

WAGGGS believes that everyone can use the MDGs to make a difference. In every country, and every community, there are different challenges and opportunities for Girl Guides and Girl Scouts to take action.

The WAGGGS Global Action Theme activity pack has reached over **70,000 Girl Guide and Girl Scout groups! 41% of members** who completed the pack went on to set up their own community action projects.

> We hope that by the end of 2015 we've made an even bigger difference!

What is MDG 8?



MDG 8: "Develop a Global Partnership for Development" encourages everyone, including governments, businesses and NGOs, to build partnerships as a way to achieve all the MDGs.

MDG 8 relies on countries, companies, organisations and individuals investing in each other, and sharing their resources. These resources could be financial, but could also be skills, knowledge or experience. For developing countries, a big part of the solution to poverty is tackling debt, better trade rules, and more effective aid from developed countries. These big issues won't change unless developed countries take action, and soon.

Four pathways to global partnerships!

Global partnerships can make a real difference particularly when they address these important areas:

- AID: help or support other people, communities, or countries, to achieve their goals. For example, working together to ensure developing countries have access to the medicines they need at an affordable price.
- **DEBT:** a sum of money that is owed or due. Many countries have "unpayable debts" that only push them into poverty.
- **TRADE:** the action of buying and selling goods and services. For MDG 8, it needs to be fair and sustainable, supported by transparent financial systems.
- **TECHNOLOGY:** The benefit of new technology for development, particularly information and communication technologies (the Internet, wireless networks, cell phones etc)

All countries benefit from strong partnerships. Developed countries offer good living conditions and face challenges like growing strong communities, protecting the environment or tackling the gap between rich and poor. Developing countries are finding innovative ways to tackle poverty, spread technology and build local economies that keep communities together.



All countries can learn a lot by sharing their skills and experiences. How does it affect young people?

Today's adolescents and youth are 1.8 billion strong and make up one quarter of the world's population. About 215 million underage children work full or part-time, while 75 million young people between the ages of 15 and 24 cannot find work and nearly 45% live on less than \$2 USD a day. Young people often lack access to information and education, have less influence in their communities and can be overlooked in national and international development agendas.

When young people are educated, have access to employment and are empowered to make a difference, they can offer new solutions to old problems. Increasingly world-aware, 60% of young people today want to have an impact on the world; that's nearly twice as many as in the previous generation.

Young people are motivated to make a difference and can adapt and learn quickly, particularly in adopting new technology - 30% of the world's youth are digital natives, which means that they have been active online for at least five years.

As consumers, they can feed the economy and challenge unfair trade rules.

As innovators, they know that working together is more creative and effective. They are the perfect partners. Exploring the MDGs is a great way for Girl Guides and Girl Scouts to connect to the world around them. Why not complete the WAGGGS GAT Badge to learn more? www.waqqqs.org/en/take action/qat/qatbadge



Answers



<

ANSWERS: World Centres

- 1. no right answer
- Fifth World Centre: see page 40 2.
- 3-5 no right answer

ANSWERS: WAGGGS and World Thinking Day

- Team activity no correct answer 1.
- World Association of Girl Guides and Girl Scouts 2.
- 3. February 22nd
- Team activity no correct answer 4.
- 5. Hong Kong
- Africa, Arab, Asia-Pacific, Europe, Western Hemisphere. 6.
- 7. Mexico
- Group activity no correct answer 8.
- 9. 146
- United Kingdom 10
- Crystal Palace Park, London 11.
- 12. Western Hemisphere with almost 3.3 million members (Census, 2012)
- Depends on the country where you live: see page 40 13.
- Lady Olave Baden-Powell 14.
- 15. Group activity - no correct answer
- It was the birthday of both Lord Baden-Powell, founder of the Bov 16. Scout Movement, and his wife Olave, who was World Chief Guide.
- Group activity no correct answer 17.
- 18 10 million
- 19. Our Chalet
- 20. Depends on the country where you live
- English, French and Spanish 21.
- 22. Group activity - no correct answer
- 23 Sangam
- 24. Some examples are: leadership trainings, educational programme resources, advocacy representation at global events, etc.
- Team activity no correct answer 25

ANSWERS: WAGGGS and World Thinking Day

Challenge yourself!

- 1. 17
- 2. The two stars represent the Promise and Law.
- 3. Myanmar
- It's the tradition, established in 1932, of Girl Guides and Girl Scouts 4. giving money to support their sisters around the world. The money is used for projects that strengthen and grow the Movement so more girls can experience Girl Guiding and Girl Scouting.
- 5. "Be Prepared"
- 6. The Girl Guiding and Girl Scouting law and our educational method.
- To enable girls and young women to develop their fullest potential as 7. responsible citizens of the world.
- In London (UK) next to Pax Lodge, one of the five WAGGGS World 8. Centres.
- 9. The Europe Region with 39 Member Organizations.
- Violence against girls and young women, the environment, the 10. MDGs, Body Confidence and many more.

ANSWERS: Together we can change our world

- 1-2. no right answers
- All the statements are false. These are a few of the myths around 3. hunger that people often believe. In fact...
 - a. There is enough food in the world today for everyone. But for the food to reach everyone, we need to improve how we grow and transport food around the world, for example by supporting small scale farmers.
 - b. Of the world's nearly one billion hungry, over half live in Asia and the Pacific. In the USA, 50 million Americans don't get enough food to live healthilv.
 - c. People can go hungry even when there's plenty of food around, if they can't access it. Perhaps they can't afford it, or can't get to local markets.
 - d. You also need the right type of food. Good nutrition means having the right combination of nutrients and calories for healthy development. It's extra important for babies, young children and pregnant women.

- 4-9. no right answers
- 10. See page 30-31
- 11-18. no right answers

ANSWERS: Taking Action Together - MDG 8

- 1. no right answer
- 2. Fairtrade products: bananas, cocoa, coffee, tea, cotton, flowers, gold, sugar. The products should have the Fairtrade logo in the packaging.



- 3-11. no right answers
- 12. See pages 37-39
- 13-15. no right answers

Job Cards for the Activity: How much does this banana cost? (p.28)

Shipping, importing and packaging company

Your company transports the boxes of bananas in refrigerated ships. The voyage from the Caribbean to the UK takes about six days. Once the bananas arrive in the UK, you organise the transportation, insurance, tax and customs clearance. Bananas are then ripened and packed in your factory.

They have to be ripened in special rooms and kept at a constant temperature for about a week. They are then sorted into different sizes. Some are weighed and priced for selling direct to the supermarkets. Others are repacked into boxes to be sent to a wholesaler.

Wholesaler

You receive boxes of ripened bananas from the packaging company and sell them to fruit shops, market stalls and supermarkets

Retailer

You sell the ripened bananas in your shop or on your market stall. You have to sell them fast, before they over ripen and turn brown.

Grower

You are a small farmer who grows bananas. After planting it takes nine months before the bunches of bananas are ready to cut down. During that time you must protect them against damage from the weather, pests and diseases. To do this you must cover the bunches with plastic sheets which you have to pay for, as well as paying for fertilisers and pesticides. When the bananas are ready to pick, you cut them down with a large machete (knife) and pack them in boxes. Then you drive them to the port in your pickup van.

Windward Islands Banana Development Company

You are a new company, owned half by four Windward Island governments and half by the islands' growers' associations. You are the vital link between the farmers and the outside world. You work to get a good price for the farmers' bananas and cheaper prices for the shipping. You buy pesticides, fertilisers, boxes and plastic sheeting in bulk, which the farmers can then buy from you. You offer advice about banana growing and can help arrange insurance. The Windward Islands are a group of islands in the southern Caribbean.

-3-(-

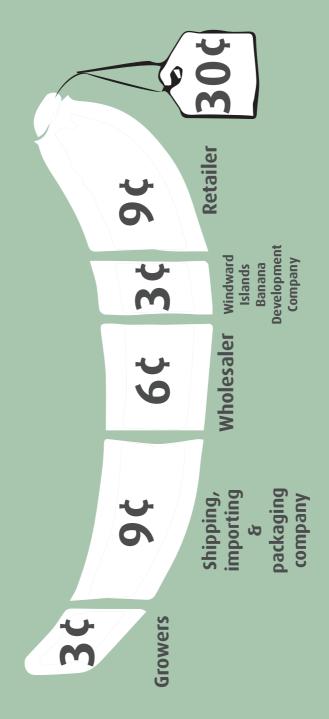
Shipping, importing & a packaging company

Wholesaler

Retailer

Grower

Windward Islands Banana Development Company



Meet the WAGGGS world!

Africa Region has 32 Member Organizations, these are:

Benin, Botswana, Burkina Faso, Burundi, Cameroon, Central African Republic, Chad, Congo, Democratic Republic of Congo, Gambia, Ghana, Guinea, Ivory Coast, Kenya, Lesotho, Liberia, Madagascar, Malawi, Mauritius, Namibia, Nigeria, Rwanda, Senegal, Sierra Leone, South Africa, South Sudan, Swaziland, Tanzania, Togo, Uganda, Zambia, Zimbabwe.

Arab Region has 14 Member Organizations, these are:

Bahrain, Egypt, Jordan, Kuwait, Lebanon, Libya, Mauritania, Oman, Qatar, Sudan, Syria, Tunisia, United Arab Emirates, Yemen Republic

Asia Pacific Region has 26 Member Organizations, these are:

Australia, Bangladesh, Brunei Darussalam, Cambodia, Cook Islands, Fiji, Hong Kong, India, Japan, Kiribati, Korea, Malaysia, Maldives, Myanmar, Mongolia, Nepal, New Zealand, Pakistan, Papua New Guinea, Philippines, Singapore, Solomon Islands, Sri Lanka, Taiwan, Thailand, Tonga

Europe Region has 39 Member Organizations, these are:

Armenia, Austria, Belarus, Belgium, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Monaco, Netherlands, Norway, Poland, Portugal, Romania, Russian Federation, San Marino, Slovak Republic, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom

Western Hemisphere Region has 35 Member Organizations, these are:

Antiqua and Barbuda, Argentina, Aruba, Bahamas, Barbados, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guatemala, Guyana, Haiti, Honduras, Jamaica, Mexico, Netherlands Antilles, Nicaragua, Panama, Paraguay, Peru, Saint Kitts & Nevis, Saint Lucia, Saint Vincent and The Grenadines, Surinam, Trinidad and Tobago, United States of America, Venezuela



World Association of Girl Guides and Girl Scouts

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World Thinking Day Fund

How to Donate

Have you raised money for World Thinking Day?

You can donate the funds you've raised to the Fund in one of the following ways.

Girl Guide and Girl Scout groups or individuals donating through their national Association

Check with your national Association to see if they are collecting money to send to The World Association World Thinking Day Fund. Find out from your Association how they accept donations.

Girl Guide and Girl Scout groups or individuals donating directly

If your Association isn't collecting donations for The World Association World Thinking Day Fund, or if you wish to make a personal donation, please consider the following methods:

Donating online at www.worldthinkingday.org/en/donatenow Donating online is simple, quick and secure. Please have your credit card or bank details ready.

Donating by cheque

You can use the World Thinking Day donation form on the left. You can also download it from the website: www.worldthinkingday.org Complete the form and send it by post along with the cheque to: WTD Fund, The World Association, Olave Centre, 12 c Lyndhurst Road, London, NW3 5PQ, England

Other ways to donate

If the above ways are not convenient for you, please contact us directly to find out how we can help you make your donation. Get in touch with the World Thinking Day Fund team by email at: wtd@wagggs.org or phone +44 (0) 2077941181



World Association of Girl Guides and Girl Scouts

Association mondiale des Guides et des Eclaireuses

Asociación Mundial de las Guías Scouts

SUPPORTING OUR WORK WORLDWIDE...

The World Association of Girl Guides and Girl Scouts works to ensure that Girl Guides and Girl Scouts everywhere are able to act as agents of change within their communities, finding ways to address issues that are important to them. We believe in empowering girls through a three-step process of belonging, leadership and advocacy. The World Thinking Day Fund is used to help develop the Girl Guiding and Girl Scouting Movement around the world and make this possible.

Your donations bring more opportunities to girls through Girl Guiding and Girl Scouting. What you do when you donate to the World Thinking Day Fund is invest in Girl Guiding and Girl Scouting around the world – helping national Associations to develop their non-formal education programme, deliver projects and grow their membership.

TOGETHER WE CAN CHANGE OUR WORLD.

You can donate the money you have raised or collected by sending a cheque payable to WAGGGS to the address on the front of the booklet or donate online at

www.worldthinkingday.org/en/donatenow.

For more information contact wtd@wagggsworld.org or call on the number on the front of the booklet and ask to speak to a member of the Fund Development team.