

Animal Dance Party

Guidelines for Volunteers

In-Person Event Set Up

1. Registration

- a. Supplies: Tables and chairs; laptop, tablet, or registration sheets; name tags; pens; tablecloths
- b. Consider displaying the Why Girl Scouts flyer. It can be found on our website.
- c. Include table nearby for light refreshments, preferably with no nuts or other allergens
- d. Make sure you can direct families to restrooms and identify whether there are changing tables available

2. Girl Space

- a. Decorate for a party! Consider the theme (Animal Dance Party or Robot Building Party) but generally focus on bright and fun decorations
- b. Play age-appropriate music at a lower volume as families arrive
- c. Configure tables and chairs in a circle (with dance floor in the middle for Animal Dance Party). Make sure to follow all social distance guidelines when setting up chairs.
- d. Greet families as they arrive and pair girls with a buddy

3. Adult Space

- a. Arrange chairs and/or tables in a circle with council staff/volunteers as participants, not at the “head” of the group. Make sure to follow all social distance guidelines when setting up chairs.
- b. Keep the girl and childcare space in view of adults, especially if this is an unfamiliar space for families

4. Child Care

- a. Set up a space for younger siblings to play under the supervision of volunteers or older Girl Scouts
- b. Make sure the space is in view of the adult space, but encourage parents/caregivers to let their little ones play so they can focus on the conversation

In-person Detailed Event Schedule: 75 minutes

Welcome (15 Minutes)

- Greet every family, ask them to sign in, fill out a name tag, grab a flyer, and pick up some refreshments before settling in a chair or at a table
- If you collected RSVPs, consider printing simple information (name, email) and just ask families to initial by their name or fill in missing information
- Make sure you have enough staff/volunteers to keep the line

Animal Dance Party

Guidelines for Volunteers

moving and ensure families know what to expect by periodically telling families when you will be starting

Party + Platica (45 Minutes)

- Welcome families and introduce all staff/volunteers
- Thank families for coming and explain the flow of the party before asking parents/caregivers to separate from girls and younger children.

See detailed instructions below:

- Girls: Animal Dance Party or Robot Building Party
- Parents/Caregivers: Plática

Closing (15 Minutes)

- Bring parents/caregivers together with girls for one final activity. Distribute patches and any other product giveaways.
- Make sure to thank families for coming and ensure staff/volunteers are available to answer questions or help families register after the party ends.

In-Person Activation

Note: Please make sure to follow all COVID-19 guidance from local government, CDC, and GSMH.

Materials:

- Index cards for in-person; blank paper for virtual
- Crayons, markers and/or pencils
- Use your imagination to bring the animal theme to life!

Introduce the party game to girls and parents/caregivers.

Animals communicate through movements, like dancing, and so do humans—ballet, tap and hip-hop dancing are all ways that humans share their emotions and even tell stories! Today, we are going to dance like animals to express ourselves.

Animal Dance Party

Guidelines for Volunteers

Explain to girls that while they learn how to dance like animals, the grownups are going to talk in another area. It is especially important for younger girls to know where their parents/caregivers are going and when they will be back.

Girls draw animals.

1. Hand out one index card to each girl.
2. Ask girls to think of one animal. *How does that animal move when it's happy?*
3. If girls are stuck, prompt: *Think how a snake slithers with no arms or legs, or how a deer leaps in the air, or how a bird flies from tree to tree.*
4. Ask girls to write the name of the animal and draw a picture of the animal moving when it is happy on their card.
5. When the girls are done, ask the girls to join you by sitting in a circle. Explain why Girl Scouts sit in circles (see Girl Scout Circle).
6. Group girls into pairs—preferably with a girl who was not sitting next to them while drawing. Explain how Girl Scouts uses the buddy system.
7. Ask girls to introduce themselves to their new friend.
8. Tell girls to keep their animal card a secret and take turns showing their friend how their animal moves. Can their new friend guess their animal?
 - a. **Note:** *When social distancing, let the girls keep their crayons and mark the floor with tape to show how far apart girls need to stay from each other.*

Girls dance like animals.

1. After both girls have shared their animals, ask them to join you again in the circle. Explain the rules of the dance party:
 - a. Tell the girls that when the music starts, they can start dancing like their animals.
 - b. Every now and then, the music will fade, and the leader will point to a girl and say her name. The girl should say a new animal, and everyone can dance like the new animal.
 - c. If a girl does not want to say an animal, they can say “FREE!” and all the girls can dance however they want until the next animal is called.
2. Practice with the girls by giving 1-3 directions before starting the dance party.
3. If the girls get stuck, shout out the name of an animal they are familiar with, such as a monkey, giraffe, elephant, kangaroo, puppy, kitty, dolphin, duck, fish, bunny, snake, seagull, cow, etc.
4. After a round of animals – either when all the girls have had a chance to lead or when the song ends – ask girls to sit back in a circle to catch their breath.
5. Ask the girls to share how they felt when they were dancing. Were they happy, excited, nervous?
6. Ask the girls to think about if they would dance differently if they felt differently. Would they dance differently if they felt tired, hungry, sad, or happy?
7. Start the dancing again but this time, call out an animal with an emotion – a tired elephant, an angry fish, an excited seagull, a silly kangaroo.
8. Continue the rounds as long as needed, taking a break between songs for girls to catch their breath and share how they felt – Did they dance differently? Did the song change the way they danced, or did the emotion make the difference?

Animal Dance Party

Guidelines for Volunteers

Virtual Event Schedule: 45 Minutes

5 Minutes

Welcome families as they log on and share the flow of activities for the party

20 Minutes

Girls: Animal Dance Party

20 Minutes

Parents/Caregivers: Plática

Animal Dance Party

Adapted from the Brownie Outdoor Art Creator badge

Materials:

- Blank paper
- Crayons, markers and/or pencils
- Use your imagination to bring the animal theme to life!

Virtual Activation

Before starting the virtual party, make sure that the participants can hear the music through your online platform.

Introduce the party game to girls and parents/caregivers.

First explain that we are going to spend about 20 minutes in the animal dance party with the girls and parents/caregivers are welcome to dance, too! After about 20 minutes, the girls will do an activity on their own away from the video while the adults talk together. When the adults are done talking, the girls will share their work with everyone, and we will do one last dance together.

Girls dance like animals.

In the virtual party, start with the dance party. Share this introduction: *Animals communicate through movements, like dancing, and so do humans—ballet, tap and hip-hop dancing are all ways that humans share their emotions and even tell stories! Today, we are going to dance like animals to express ourselves.*

1. After both girls have shared their animals, ask them to join you on the video call. Explain the rules of the dance party:
 - a. Tell the girls that when the music starts, they can start dancing like their animals.
 - b. Every now and then, the music will fade, and the leader will point to a girl and say her name. The girl should say a new animal, and everyone can dance like the new animal.
 - c. If a girl does not want to say an animal, they can say “FREE!” and all the girls can dance however they want until the next animal is called.

Animal Dance Party

Guidelines for Volunteers

2. Practice with the girls by giving 1-3 directions before starting the dance party.
3. If the girls get stuck, shout out the name of an animal they are familiar with, such as a monkey, giraffe, elephant, kangaroo, puppy, kitty, dolphin, duck, fish, bunny, snake, seagull, cow, etc.
4. After a round of animals – either when all the girls have had a chance to lead or when the song ends – ask girls to sit back down and catch their breath.
5. Ask the girls to share how they felt when they were dancing. Were they happy, excited, nervous?
6. Ask the girls to think about if they would dance differently if they felt differently. Would they dance differently if they felt tired, hungry, sad, or happy?
7. Start the dancing again but this time, call out an animal with an emotion – a tired elephant, an angry fish, an excited seagull, a silly kangaroo.
8. Continue the rounds as long as needed, taking a break between songs for girls to catch their breath and share how they felt – Did they dance differently? Did the song change the way they danced, or did the emotion make the difference?

Girls draw animals.

After about 20 minutes, ask the girls to think about their favorite animal. Tell girls that while their parents/caregivers are talking, they should draw their animals dancing in as many different moves as possible. Think about how your animal would dance to fast music or slow music. How would your animal dance to your favorite song?

During this time, the parents/caregivers engage in the Plática. See the Guide to Conducting to Conducting a Plática for more information.

Closing with parents/caregivers.

After parents/caregivers have conducted the Plática, ask girls to join the video again and go around the virtual circle to share their drawings. Play one more song and ask all the girls to dance like their favorite animals with their parents/caregivers.