

LEADERSHIP CHAMPION



SUPPLEMENTARY ACTIVITY RESOURCES

This supplementary activity resource pack is designed for the **Leadership Champion** programme.

All Guiders are welcome to download and print the relevant materials to facilitate the activities inside the **Leadership Champion** Booklet.

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Red vs. Blue: Score Record Sheet: Group (_____)

Tips: Scoring Mechanism

1. There are 6 rounds to this activity.
2. For each round, each team has 2 minutes to discuss whether to choose “red” or “blue”. Points are added to or deducted from teams after each round according to the scenarios listed below:

Scenario/Colour Combinations	Groups choosing blue	Groups choosing red
Blue x 4[^] (all groups choosing blue)	+4 points per group [^]	<i>Not applicable</i>
Blue x 3 + Red x 1	-3 points per group	+3 points per group
Blue x 2 + Red x 2	-2 points per group	+2 points per group
Blue x 1 + Red x 3	-1 point per group	+1 point per group
Red x 4[*] (all groups choosing red)	<i>Not applicable</i>	-4 points per group [*]

3. Each team sends one member to negotiate with the other teams’ representative for 2 minutes in Round 4 and Round 6 only. After the negotiation, all team members return to their teams and make the final discussion on which colour to choose.
4. The aim of the activity is to gain as many points as possible.
5. The team’s colour choices are revealed anonymously. Each team’s scores will not be announced until the end of all 6 rounds.

Note: This score sheet template is based on 4 participating groups. If your Unit decides to have more than 4 groups playing, you may adjust the scoring scheme as follows:

[^] When all groups choose **blue**, points gained by each group = total number of groups. For example, if 6 groups are playing, the maximum points would be +6.

^{*} When all groups choose **red**, points deducted from each group = total number of groups. For example, if 6 groups are playing, the maximum points deducted would be -6.

Based on this logic, Guiders may work out the scores for different **blue/red** colour combinations.

Record and Score Sheet

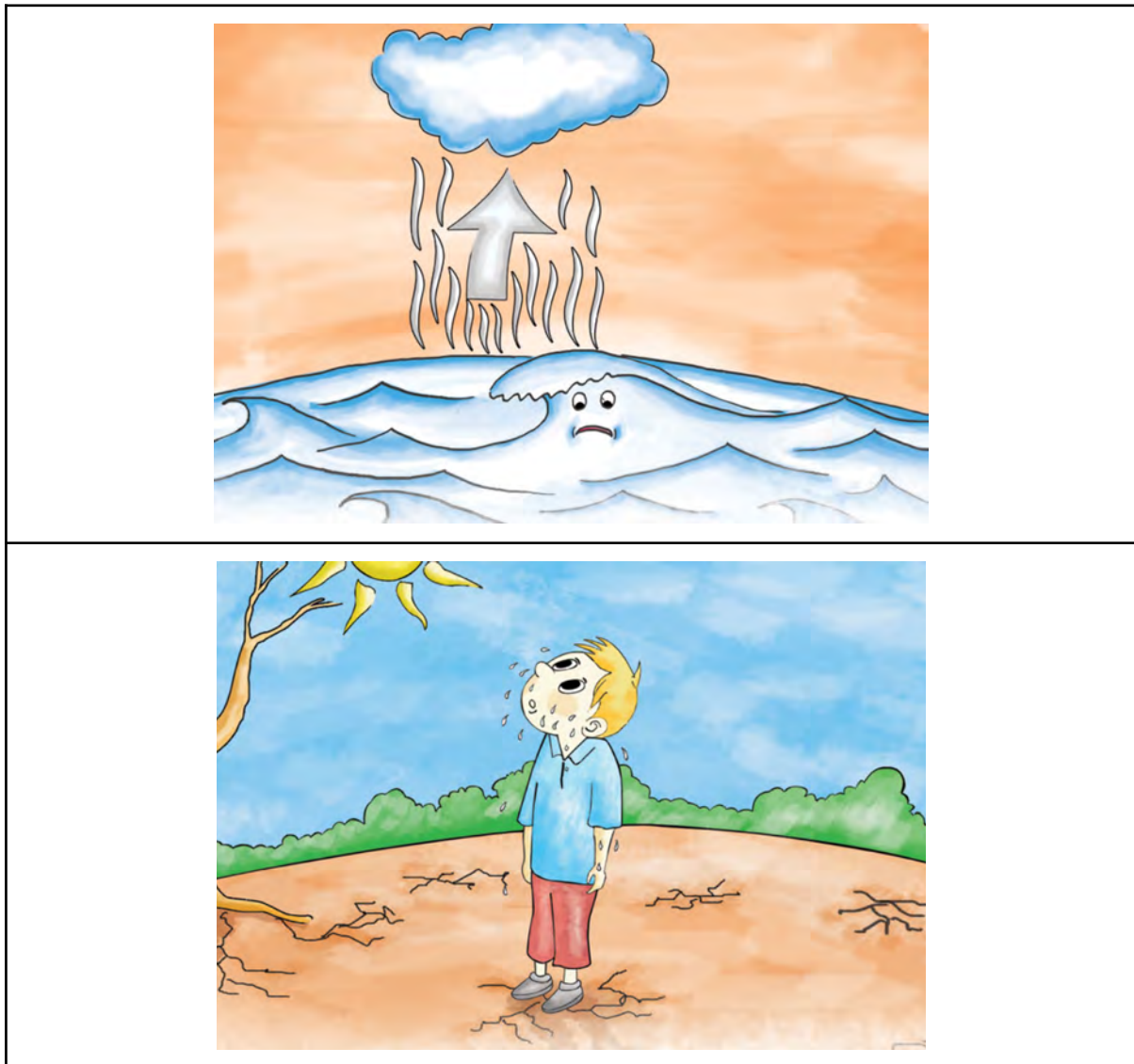
Round	Team Decision (circle your choice)	Points Gained / Lost
Round 1	Blue / Red	
Round 2	Blue / Red	
Round 3	Blue / Red	
Round 4 (negotiation)	Blue / Red	
Round 5	Blue / Red	
Round 6 (negotiation)	Blue / Red	
Final Team Score		

Recreating the Story: Story Cards

Guiders can print out the following story cards, or prepare your own story cards.

The following story cards are provided by [Monkey Pen](#), a copyright-free site for children's books.

Story Card Set 1: Water Cycle (Recommended story flow: from top to bottom)







Story Card Set 2: The Little Frog and I (Recommended story flow: from top to bottom)







Story Card Set 3: First Day of School (Recommended story flow: from top to bottom)







Story Card Set 4: A Cup of Hot Chocolate (Recommended flow: from top to bottom)







Secret Mission T: Mission Cards

Please print the following mission cards and distribute them to participants playing the respective roles.

Information for Guiders: The common symbol between all 5 participants is “♥”.

Role: A

You are A. You can only pass paper notes to B. On your paper, please state the sender and the recipient clearly (e.g. A → B). Your Guider(s) will help you deliver the paper slip.

The aim of this activity is to find the common symbol between all 5 of your teammates. When you know the answer, please raise your hand and tell your Guider.



Role: B

You are B. You can pass paper notes to everyone. On your paper, please state the sender and the recipient clearly (e.g. B → A or B → C). Your Guider(s) will help you deliver the paper slip.



Role: C

You are C. You can only pass paper notes to B. On your paper, please state the sender and the recipient clearly (e.g. C → B). Your Guider(s) will help you deliver the paper slip.



Role: D

You are D. You can only pass paper notes to B. On your paper, please state the sender and the recipient clearly (e.g. D → B). Your Guider(s) will help you deliver the paper slip.



Role: E

You are E. You can only pass paper notes to B. On your paper, please state the sender and the recipient clearly (e.g. E → B). Your Guider(s) will help you deliver the paper slip.



Choose Your Own Adventure: Game Cards

Guiders can refer to the “Hunt For Wildlife Trade” activity in the [World Thinking Day 2022 Activity Pack](#), print out the appendix from there, and lead the Unit to play the game at the meeting place.

The following link can be used if

- Guiders lead the game **online**, or
- Girl Guides try out the activity **individually**.

<https://forms.gle/iv1eoqY5qsN5c6dZA>



Taboo: Word Cards

Words:

self-esteem	health	gender stereotype
listen	reflect	opinion
affect	active	collaborate
solution	appreciation	share
diversity	inclusivity	curious
speak out	advocate	culture
take action	respectful	imagination
confident	global issue	values
connect with the world	communication style	gender discrimination

Visible restrictions:

Participants play the game with their backs facing each other and stand at least 2 metres apart

Participant responsible for describing the words can only use actions and can't say anything

Participant responsible for describing the words is "injured". She is unable to move or speak a complete sentence

Invisible restrictions:

Participant responsible for describing the words has not received any formal education. She doesn't know words that are spelt with too many letters

Participant responsible for describing the words does not know a lot of vocabulary items. She can only use no more than 3 phrases to describe the word on the card

Participant responsible for guessing the words cannot ask questions or skip any word being described