

Module	4: The Patrol and the AGP
Qualification	Unit Leader / Assistant Unit Leader
Proposed length of session	1½ hrs

Training Objectives	
During this session Leaders will:	
<ul style="list-style-type: none"> • Experience the cycle of the patrol system • Participate in self government • Elect a patrol leader • Participate in PL training 	
After the session, Leaders will be able to:	
<ul style="list-style-type: none"> • Identify each stage of the patrol system cycle. • Identify self-government within the unit according to the age/development stage of the Guides with which she works. • Develop a functioning patrol system. • Lead a variety of games that teach skills (games with a point). 	

General notes: This session is about the Patrol System. It is expected that participants at this training course will have read about the 4 stages of self-government in the Leaders Handbook. The focus should be on the stages of developing a working patrol system not on the stages of self government. It would be a good time to teach some Guiding skills such as knotting, compass etc. Ensure games played have a point. Include some from the girls' handbooks and give page numbers. If a patrol leader has already been elected, elect a new one to share the leadership around.

MODULE OUTLINE			
Time	Activities	Trainers' notes	Resources
10 mins	4.1 Explain the different stages Patrol System.	<p>One of the ways we help girls learn and develop their leadership skills is use of the patrol system. We use a Patrol System that is appropriate to the age and developmental stage of the Guides.</p> <ul style="list-style-type: none"> • The patrol will function differently at different ages. Briefly discuss the difference between patrol systems for each developmental age/stage. • Compare the contents of chapter 7 in each of the Guide Handbooks to and list some of the differences and similarities at the stages of development. • Talk about the "patrol" at the 14 to 17 age, (Unit in Council, Unit Chairperson.) <ul style="list-style-type: none"> ○ Forming a patrol is Stage 1. Display card in the patrol cycle 	<ul style="list-style-type: none"> • Guide handbooks - at least two contrasting ages, eg book 1 and 3 or 2 and 4 • Patrol Cycle card 1
10 mins 10 mins	4.2 Elect a (new) patrol leader	<ul style="list-style-type: none"> • Build patrol spirit by naming patrol and designing a flag or some other identifying symbol <ul style="list-style-type: none"> ○ Display 2nd Stage card in the patrol cycle • Ask each patrol to elect a PL using methods appropriate to the age group they work with, eg eyes closed, hands up for a younger age and secret written ballot for older girls. 	<ul style="list-style-type: none"> • Scrap paper for elections if used. • Paper, pens etc for flags, badge etc
10 mins	4.3 Experience the cycle of the Patrol system	<ul style="list-style-type: none"> • Run a short PL training with the PLs from each patrol. Arrange the PL and trainer's chairs in a semi-circle at the front so that the whole group can watch. Teach PLs a skill, eg a word in semaphore or light a candle. • Send PLs back to patrol to pass the new skill on to the other participants. <ul style="list-style-type: none"> ○ Display 3rd Stage card in the patrol cycle 	<ul style="list-style-type: none"> • Equipment for PL training

45 mins		<p>Demonstrate the remaining stages of the Patrol cycle. Note: Trainer needs to provide a selection of activities from several of the Fundamentals and Elements of the AGP. See Suggested Activities on next page. (If necessary have two teams rather than very small patrols, combine birds patrols and animal patrols as BP did.) PLs to come to the trainer for instructions – don't tell the whole group. Give the PL responsibility.</p> <ul style="list-style-type: none"> • Stage 4: Give each patrol a choice of 3 activities. Choose one and do it. <ul style="list-style-type: none"> ○ Display 4th Stage card in the patrol cycle • Stage 5: Give patrols a set of activities. Choose one and plan how they would carry it out. <ul style="list-style-type: none"> ○ Display 5th Stage card in the patrol cycle • Stage 6: Remind participants of the last session when they planned and did a badge clause. <ul style="list-style-type: none"> ○ Display 6th Stage card in the patrol cycle • Stage 7: Patrol chooses an activity from Discover a Challenge at a level their girls may be working at or chooses a Create a Challenge badge and plans how they could challenge themselves to earn it. <ul style="list-style-type: none"> ○ Display 7th Stage card in the patrol cycle • Stage 8: The PL encourages the other members of the patrol to teach a skill or a game. <ul style="list-style-type: none"> ○ Display 8th Stage card in the patrol cycle 	<ul style="list-style-type: none"> • Leaders handbook pg 101 • Girls' handbooks • Dependent of activities chosen. • Copies of the rules of all games. • Activity cards
5 mins	4.4 Reflect on Learning	<p>Games can be a teaching tool. Ask patrols to look at the activities they have done. Complete grid showing type of game and learning done through it.</p> <p>What are the advantages of using the Patrol Leaders to instruct the patrols? [Grow in leadership, pass on skills, learning to work with younger girls is an important life skill, younger girls aspire to be a Patrol Leader.]</p>	<ul style="list-style-type: none"> • 4.4 • Grid - Games and the AGP

SUGGESTED ACTIVITIES

Leadership Development

- PL teach patrol to make paper cup
- PR Challenge
- Activities from *How to train your Patrol Leaders activities*

Outdoors

- Cook a marshmallow over a fire on a coffee tin lid
- Each patrol member tie a reef knot (or any other)
- Bark Rubbing
- Tracking sign dominoes

Promise and Law

- Make a jigsaw of the words of the promise, hide the pieces around the room before the session and get the patrol to find them all, make the puzzle and hide them again for the next patrol
- Kim's Game – Queen Elizabeth

Guiding Traditions

- Sing the World Song
- Bingo game of Guiding traditions, eg Camp blanket, left handshake etc
- Knotting race
- Morse code messages using a torch

Patrol System

- Morse code message tied in string (overhand knots for dots, toothpicks for dashes) (Message: Patrols Rule!)
- Patrol System matching game
- Ice hockey
- Dizzy game
- Silent auction
- Patrol time activities

World Guiding

- Seega (Egypt)
- Symbols of the Movement dominoes
- Cats Game - Singapore
- International games

Service

- Arm sling
- First Aid scenarios
- Carrying a patient relay
- Compass skills and map reading games

EVALUATION SESSION 4: The Patrol and the AGP

YUK	OK
GOOD	WOW!

Four Corners

Decide what you thought of this session and move to the appropriately labelled corner of the room.



YUK!

WOW!

GOOD

OK