



**Think 1-2 min**



**Pair 4-5 min**



**Share and decide**

### **Think-Pair-Share Tips**

- Time the steps.
- Have the girls write down their own idea(s) during Think.
- Pair the girls thoughtfully – identify your shy girls and put them with a Puppy; encourage the pairs to make sure both voices are heard during Share.
- Assign a scribe to record the ideas. Any similar ideas can be slightly amended to reflect an interesting alternative.
- Encourage the girls to discuss the merits and challenges of the ideas before voting.
- Vote by ballot if there is contention.

### **Value of Think Pair Share**

- By Share, ideas are more refined and girls feel more prepared to speak up.
- Girls reluctant to participate in group conversations have their voice heard.
- Efficient use of time for discussions where a decision needs to be reached.
- Promotes future comfort with discussion in the troop.
- Practicing listening during Share increases girls' respect for each other's contributions.

### **Voting toward consensus: the 5 Finger Technique**

- Participants vote on a 1-5 finger scale: 5 – full agreement, 1 – no agreement.
- The group works to adjust the plan until all members are a 3 or above.

### **Collaborative Games – What to look for:**

- Games that require teams working together towards a solution
- Games that present an interactive component (make sure everyone in the group is comfortable with physical contact if choosing that type of game)

### **Components of a good collaborative game:**

- Fun, cooperation, trust, success, equality and participation.

### **Some Examples:**

- Human Knot
- Hula Hoop Pass
- Non-physical: building projects with limited or unusual materials