Making a Difference

This is a meeting that lends itself well to having a speaker for the service badge, maybe a government official or an activist. They can talk about how their job makes a difference in the community. You could also do a service project in the second half of the meeting.

- Opening Ceremony
- Ice Breaker Game:
  - Toss a ball to another otter and pay them a compliment
- Talk about kindness and doing good turns
  - How did it make you feel when someone said something nice about you?
  - Review the otter law: An otter is always busy and bright and helps other people by doing a good turn every day!
  - What is a good turn?
  - How does doing good turns impact those around you? Your community? The world?
  - What good turns have you done for others in your life lately?
  - What good turns can you do for others this week? (Have them share at the next meeting what they did!)
- Steam Off Game
- Story and Snack Time
  - Read a story about kids making a difference. Change Sings and A Good Deed Can Grow are both good choices.
- Service project or speaker
- Closing Ceremony

Items Needed:

- Ball for ice breaker compliment game
- Book for story time
- *Service Project Option:* Any items needed for the service project

Badge Requirements Covered:

Red Helping Paw

- Show how to be nice and help others to feel happy
- Do a good turn for a friend, relative, or neighbor
- *Service Project Option:* Take part in a Raft good turn

Service Badge

- *Speaker Option:* Visit your mayor or other government official (or substitute a community activist)

otter, how to be nice, do a good turn, raft good turn, government official

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