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
- Service project or speaker
- Closing Ceremony

Related Activites:

- Message Game

Items Needed:

- Badly packed backpack
- Otter-size shirts to practice folding
- Book for story time
- Phrases to use for the message game

Badge Requirements Covered:

Red Helping Paw

- Learn about caring for your clothes and belongings
- Find three ways to help at home

- Play the message game

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

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