

NB/PEI 2025 Spring Training: Back to the Future
Session Descriptions:

Offered x2 Session A and Session B	OAL Level 1: Leading: Good leadership is the single most important thing that you can have at camp. It is more important than good equipment and planning – everything else is secondary. Leadership is a major, often decisive element in why some camps succeed and others fail. Leading is not about giving directions but rather liberating the group to do what's needed in the best way possible. After completing this module, participants will feel confident at: Understanding how implementing different leadership styles can help camp run smoothly, identifying key areas in Safe Guide that relate to planning and running camp, supporting girls to challenge themselves.
Offered x2 Session A and Session B	OAL Level 1: Food & Nutrition: Food is an essential part of any camp – perhaps even more so than good leadership! Meals that are tasty and enjoyed by everyone are great morale boosters. Meal preparation and consumption can be one of the most sociable ingredients of any camp if well planned. After completing this module participants will feel confident at: developing a menu plan to suit the needs (and restrictions) of their group, estimating quantities for specific menu items, understanding how to manage allergies and dietary restrictions, understanding safe food handling and kitchen clean-up practices
Offered Session A	AC-DC Getting Started: Foundations: The Foundation of Your Position (Getting Started) module is designed to: ♣ give you the skills and knowledge needed to work effectively as a Commissioner ♣ focus on the core responsibilities of the Commissioner.
Offered Session A	All About Sparks & Embers: This training will help Guiders learn all about Sparks. Guiders will explore the physical, intellectual, and social development of girls along with best practices for engaging Sparks and Embers. Guiders will also discover Sparks and Embers traditions and learn how to create engaging unit meetings that reflect the uniqueness of Sparks and Ember-aged girls.
Offered Session A	All About Guides: This training will help new Guiders learn all about Guides. Guiders will explore the physical, intellectual, and social development of girls aged 9-11 along with best practices for engaging Guides. Guiders will also discover Guide traditions and learn how to create engaging unit meetings that reflect the uniqueness of Guide-aged girls.
Offered Session A	It's Hip to Use Square: This session will highlight how to get the most from the square program: how to order your square, and how to use it to drive our cookie sales!

Offered Session A	Speaker Session: the needs of our Girls is changing, join a local expert to learn more on how to handle challenging behaviors and how to incorporate diverse behaviors into your Unit meetings.
Offered Session B	AC-DC: Administration: This session will ♣ provide you with the skills and knowledge needed to work effectively as a commissioner ♣ focus on the core responsibilities relating to district administration of the Commissioner.
Offered Session B	The Girl Program: Discover what girls do in Guiding, including how they can earn badges and awards, and get to know our exciting program platform!
Offered Session B	All about Pathfinders & Rangers: This training will help Guiders learn all about Pathfinders and Rangers. Guiders will explore the physical, intellectual, and social development of girls along with best practices for engaging Pathfinders and Rangers. Guiders will also discover traditions and learn how to create engaging unit meetings that reflect the uniqueness of Pathfinder and Ranger-aged girls.
Offered Session B	Arts for All Ages: Learn some ideas for crafts that can be adjusted for all ages and abilities.
Offered Session B	Feedback Forum with the PC Team: Join Amanda (PC), Heidi (DPC) and Deb (DPC) for coffee and a chat. This is your opportunity to provide us with your feedback in a safe space.
Offered Session is for the full morning (Session A AND B)	OAL Level 1 – Planning: The purpose of this module is to develop the skills needed to plan an outing. Outdoor activities take time to plan. However, the reward for time spent on planning will be a successful event. After completing this module participants will feel confident at: Putting together a team of planners, including the girls in the planning process, establishing a planning timeline, selecting, and booking a suitable location for camp, creating an itinerary for camp, camp program planning – chores, activities and special events, developing a budget for camp, developing a personal gear list, organizing a caregiver meeting. This is an opportunity for you to build on your current experience.
Offered Session C	OAL- Camp Life: At camp, there should be time to daydream, to explore and to deepen friendships. This freedom is an essential element of camping; remember to keep it alive in your camps! After completing this module participants will feel confident at: Running activities at camp, Understand how to conduct a fire safety and general camp orientation and Evaluating the success of camp.

Offered Session C	AC-DC: Human Resources: The Human Resources (Getting Started) module is designed to: ▪ Provide you with the skills and knowledge to work effectively as a District Commissioner ▪ Focus on the core responsibilities of the District Commissioner
Offered Session C	Platform Training: This session offers you a chance to learn and ask questions about the program platform.
Offered Session C	Unit Finance Training: This session will offer you a chance to learn everything you need to know to run a financially sustainable and responsible Unit.
Offered Session C	Campfire: Gather in the auditorium for a Campfire, learn all about the traditions of our Campfire and practice some songs.