

Taming the Zoo Enrichment Day 2024

Saturday November 2, 2024
8:30 am to 4:00 pm



- *Over 50 sessions to choose from!*
- *Open to all adults and Rangers.*
- *Something for everyone!*
- *Child care for kids aged 4-10 years.*

REGISTRATION DETAILS

REGISTRATION: Registration must be completed online at [LINK](#). Early-bird pricing is in effect until Thursday, October 10, 2024. Register early for best availability of sessions. Beginning October 11, 2024 sessions offered will be adjusted based on registrations received and availability will be limited. **Register now to avoid disappointment!**

COST: Includes a light lunch, handouts and a crest!
\$30 (HST incl.) – if paid by October 10, 2024
\$35 (HST incl.) – for registration **after** October 11, 2024
\$20 (HST incl.) – Rangers are welcome to join us!

DRESS: Casual uniform
Please bring your nametag (*none will be provided*)
Non-marking rubber soled shoes for gym activities

PLEASE BRING: **LUG-A-MUG and a refillable water bottle** (*only coffee, tea, and water will be provided*)
Pen, pencil, and paper. Recorder device for music sessions (*optional*)

CHILD CARE: No charge. For kids aged 5 to 11 years old. Limited spaces available.
PRE-REGISTRATION REQUIRED and additional information available by contacting guiderenrichmentday@gmail.com

ON-SITE: Registration begins at 8:30 a.m.

CHECK-IN: Activities begin promptly at 9:00 a.m.

LUNCH: **Please note:** We will only be catering to gluten-free and peanut sensitive allergies as well as vegetarian food choices. We cannot cater to other cross contamination or airborne allergens.
You are most welcome to contact us at guiderenrichmentday@gmail.com two weeks before the event and we will provide you with our menu. If our menu does not meet your dietary needs, please bring your own bagged lunch or ask us about local food establishments to buy one.

QUESTIONS? Please contact Heather Walker by sending an e-mail to:
guiderenrichmentday@gmail.com

LOCATION

EVENT LOCATION: Sir William Mulock Secondary School, 705 Columbus Way, Newmarket.

DIRECTIONS:

From the south-east GTA:

Take HWY #404 north to Vivian Road/Mulock Drive. **EXIT 49.**

Turn left (west) on Mulock Dr. and go approx. 5.0 km to Columbus Way (1st intersection west of Yonge Street).

Turn left (south) on Columbus Way. School will appear on your left on the north-east corner of Columbus Way & Sawmill Valley Drive.

From the south-west GTA:

Take HWY #400 north to HWY #9. **EXIT 55.**

Travel east on HWY #9 to Bathurst Street.

Turn right (south) on Bathurst Street and go approx. 2.1 km to Mulock Drive.

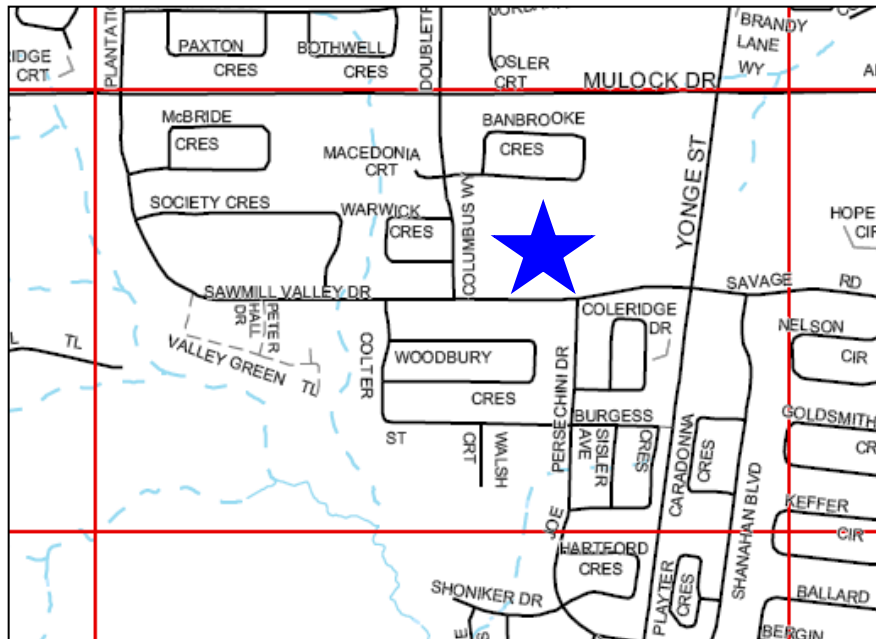
Turn left (east) on Mulock Drive to Columbus Way (2nd intersection).

Turn right (south) on Columbus Way. School will appear on your left on the north-east corner of Columbus Way & Sawmill Valley Drive.

From north of Newmarket:

Take HWY #400 south to HWY #9. **EXIT 55.**

Follow the directions included above for “from the south-west GTA”.



FUNDRAISING

Units that are planning independent trips will have tables set-up with unique merchandise that they are selling to raise funds. Bring some cash. Be sure to drop by and support their endeavours!



'TIT FOR TAT'

Do you have extra badges or camp hat swaps to trade? If yes, then you need to check our 'Tit for Tat: Badge/Camp Hat Swap' station during lunch time.

BRANCH IDEA SHARING

Step right up and join other Guiders from your branch of Guiding. Voice your ideas and concerns. Ask those questions you always wanted to ask. Our best resource is each other, so take a few moments to share with fellow Guiders throughout the day!



RESOURCE RESCUE RE-STORE

*Do you have Guiding resources
that you no longer need?*

*Are you a Guider in a new Unit or Branch looking to pick up
some great used Guiding resources?*

If you answered **YES** – then our
RE-STORE is for you!

- ◇ Each participant may bring in resource publications they no longer require. Publications can include program books, music books, instant meetings, craft books, camping books, activity books and magazines related to Guiding. We also welcome ceremonial items i.e. Toadstools, Flags, Flag stands. PLEASE NO PAPER COPIES!
- ◇ All donations are to be dropped off at the Resource Rescue Re-Store by 8:45 a.m. Ask for directions when you check-in at registration.
- ◇ The Re-Store will be open for your browsing and shopping pleasure during the breaks or while supplies last.
- ◇ ****NEW**** Bring your own reusable bag to fill up. Each bag is \$5. Individual items will be \$1 each.
- ◇ All proceeds from Re-Store sales will go to CWFF. Thanks in advance for your participation!!

MORNING DOUBLE SESSION ~ 9:30 a.m. – 12:15 p.m.

AB1	GLASS MOSAICS <i>Elisha Hardwick</i> Branch: Guides / Pathfinders / Rangers Level: All <p>Create a glass mosaic butterfly or dragonfly with flowers on a piece of wood. You will be cutting the glass using glass cutters and grinders to complete your project. <i>Additional fee payable to presenter for this session is \$10.00.</i></p>
AB2	SURVIVE OUTSIDE: TAMING THE WILD <i>Tara LeChasseur</i> Branch: All Level: All <p>As a certified AdventureSmart Survive Outside Instructor, I lead a 60-120 minute session tailored for novice outdoor enthusiasts, youth groups, and individuals of all ages interested in learning introductory outdoor survival practices. Drawing from experienced SAR volunteers and AdventureSmart team members, the program covers SAR operations, trip planning, essential gear, and real-life scenarios, culminating in participants receiving a SAR AdventureSmart Certificate.</p>

AFTERNOON DOUBLE SESSION ~ 1:15 p.m. – 4:00 p.m.

CD1	WILDERNESS WRANGLERS: TAMING THE ADVENTURE ZOO WITH HUG-A-TREE! <i>Tara LeChasseur</i> Branch: Sparks / Embers / Guides Level: All <p>AdventureSafe certified Hug-A-Tree Presenter wrangles Guiders through a wild session on taming the wilderness with AdventureSmart's program. Learn to teach kids wilderness survival skills, emphasizing tree-hugging tactics for visibility. Engage, educate, and ensure safety in Sparks, Embers, or Guides groups!</p>
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EARLY MORNING SINGLE SESSION ~ 9:30 a.m. – 10:45 a.m.

A01	GOING OVERNIGHT <i>Candis Ellis</i> Branch: All Level: Beginner <p>Discover the important questions to ask when planning an overnight event, along with getting parents and girls ready for an overnight in advance. Leave with ideas, activities to-do, how to be successful, and ensure everyone leaves having had FUN!</p>
A02	OAL INDOOR - LEADING <i>Heather Perigoe</i> Branch: TEAM—Sparks / Embers Level: Beginner <p>After completing this module, participants will feel confident at:</p> <ul style="list-style-type: none"> - 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. <p>The full TEAM OAL Training consists of the four sessions titled “OAL Indoor – Leading”, “OAL Indoor – Planning”, “OAL Indoor – Food & Nutrition”, and “OAL Indoor – Camp Life” and the Getting Outdoors Team Module.</p>

A03	ORIENTEERING <i>Jan Gibson</i> Branch: Guides / Pathfinders / Rangers Level: All <p>Don't shy away from orienteering—it's a great sport to get your girls and yourselves outdoors whether you are at your meeting place or at camp. We will start by learning the basics of orienteering and then we will head outside to do some hands-on orienteering. This sport is an all weather sport, so come dressed prepared to be outside (rainboots or snow boots or a change of shoes if raining or snowing as we will be walking around the property).</p>
A04	TEAM: BUILDING UNIT GUIDER SKILLS <i>Janice Monahan</i> Branch: TEAM—All Level: Beginner <p>New Guider 101 - What's my role as Guider? What is girl-driven Guiding? How can I get girls engaged in planning and decision-making while still having fun? How do I put together an effective meeting and plan for the year? We'll help you with strategies to get your unit organized so everyone, including you, can have fun!</p>
A05	CLIMATE CHANGE IS NOT A SERVICE PROJECT <i>Kate Leuschen</i> Branch: All Level: Beginner <p>Wrapping your head and heart around the climate crisis is a huge task, especially when stewarding young people who may have climate anxiety. Be a part of the solution by incorporating permanent, transformational climate action into your unit - not just one-off service projects. Guiders will leave with 1) science-based, global resources to help them understand climate change, 2) climate footprint tools to help youth visualize their environmental impact, and 3) a method of implementing youth-led, permanent changes in their unit.</p>
A06	DANCE YOUR WAY AROUND THE WORLD <i>Kitty Furlotte</i> Branch: Guides / Pathfinders / Rangers Level: Beginner / Intermediate <p>This session offers dances from many Countries & Cultures. Instructions on how to teach girls is part of the session. Come for yourself or to offer something new to your girls. Singing dances included.</p>
A07	WHERE OH WHERE ARE THEIR STRENGTHS? <i>Marcia Powers-Dunlop</i> Branch: All Level: Beginner <p>Everyone has strengths! Sometimes behaviours overshadow them. Using a strength based approach we can help our Youth have a positive Guiding experience and feel accepted and that they belong. We will discuss ways of highlighting their strengths and helping our members become more resilient.</p>
A08	GAMES GAMES GAMES <i>Natalie Quinton</i> Branch: All Level: All <p>Do you find yourself playing the same games over and over again? This training will show you how to use games to go from uncontrolled chaos to fun, learning and more controlled chaos. Games are essential to Guiding and they make learning fun. We'll explore board games, active games, games for small and large spaces and even some wide games. We'll be playing the games ourselves, please wear comfortable shoes.</p>

A09	CO-OPERATIVE GAMES Branch: All Cooperation is always more powerful than competition. Join us and learn some games where your girls will learn to work together as they play together.	Nina & Les Stubbs Level: All
A10	GAME OF LIFE-SKILLS Branch: All In this session participants will be guided through a unique game of life where you will learn a variety of life skills. This session will provide Guiders with a fun, interactive program game that will have Youth learning basic life skills such as cooking, money, etiquette, and more.	Rose Hardie Level: All
A11	CREATING INCLUSIVE SPACES IN GUIDING Branch: All Come and join our DEIA Facilitators as they walk us through what it means to be an ally to underrepresented people and groups. We will look at how to become better allies and what to do when we get it wrong. This is an interactive session where participation will be encouraged.	DEIA Facilitator Team Level: Beginner / Intermediate
A12	ESCAPE ROOMS AND BREAKOUT BOXES Branch: Embers / Guides/ Pathfinders / Rangers We will discuss how to plan and run an escape room or breakout box style puzzle in your meeting or at camp.	Suzanne Brownbill Level: All
A13	INSTRUMENT PETTING ZOO Branch: All Free the wild rhythms inside you! This is a fun, interactive, self-guided hands-on exhibit of musical instruments. Explore your part in the symphony around you.	Valerie Weeks Level: All

MID MORNING SINGLE SESSION ~ 11:00 a.m. – 12:15 p.m.

B01	GUIDER CHAT AND QUESTION Branch: All Guider Networking with Branch sharing ideas. Ask your question to a Guider (ACL, Community Guider, Trainer, Membership Registration and Retention Adviser).	Candis Ellis & Alex Coleman Level: All
B02	SINGING FUN TO TAME THE ZOO - YOUNGER BRANCHES Branch: Sparks / Embers Do your meetings sometimes feel like you are in a Zoo? Want to find a fun way to bring everyone together so you can continue on with your program? How about learning some easy, fun songs and singing games to pull out of your back pocket and get your unit back on track. Feel free to bring a recording device and don't worry if you can't sing! :)	Grace Ferguson Level: Beginner

B03	OAL INDOOR - PLANNING Branch: TEAM—Sparks / Embers <p>After completing this module participants will feel confident at:</p> <ul style="list-style-type: none"> - Putting together a planning team while 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 event. - Developing a budget for camp. - Developing a personal gear list - Organizing a caregiver meeting. <p>The full TEAM OAL Training consists of the four sessions titled “OAL Indoor – Leading”, “OAL Indoor – Planning”, “OAL Indoor – Food & Nutrition”, and “OAL Indoor – Camp Life” and the Getting Outdoors Team Module.</p>	<i>Heather Perigoe</i> Level: Beginner
B04	TEAM: THE GIRL PROGRAM AND PLATFORM Branch: TEAM—All <p>An overview of the girl program, including structure, content, badges and awards, and how to use the program platform to create meetings, record activities, and assign badges. A laptop or iPad/tablet would be helpful but not necessary (please note that Wi-Fi may not be accessible in the school).</p>	<i>Janice Monahan</i> Level: Beginner
B05	WILDLIFE SHELTERS & THE OUR NATIONAL SERVICE PROJECT Branch: All <p>Learn about wildlife shelters and how to be mindful when doing the new National Service Project with your Youth. This session is wildlife-centered and thinks about the broader impact of your activity on ecosystems while maintaining the fun!</p>	<i>Kate Leuschen</i> Level: All
B06	KNOTTY KNOTS Branch: All <p>Do knots tie you up? Learn some basic knots that will enhance your camping experience. Learn some knot crafts you can do with everyone from Sparks to Rangers & Adults.</p>	<i>Kathy Turner</i> Level: All
B07	CAN I HUG A GIRL? Branch: All <p>We will talk candidly and answer your questions about your role as a Guider and how to support the Youth while protecting yourself from allegations of misconduct and abuse.</p>	<i>Marcia Powers-Dunlop</i> Level: Beginner
B08	MUSIC AT THE ZOO Branch: All <p>Music is fun, it can help teach the program and girls and youth members want to sing. Come to this session where we will sing songs all about our animal friends, our feathered friends and let's not forget the amphibians! Yes, it's a session of animal songs that you can take back to your unit to sing, share and have fun. Come with paper and pen so you can write down the titles. Most of the songs will come from the "Let's Sing" resource list on MemberZone.</p>	<i>Natalie Quinton</i> Level: All

B09	BACK POCKET GAMES <i>Nina & Les Stubbs</i> Branch: All Level: All <p>It's a zoo out there and let's face it...girls love to monkey around. This session will provide you with lots of games, with simple instructions, that you can carry around in your back pocket to help you tame the zoo!</p>
B10	OUTRAGEOUS SWAPS <i>Rose Hardie</i> Branch: All Level: All <p>SWAPS stands for "Special Whatchamacallits Affectionately Pinned Somewhere." They are small tokens of friendship that youth exchange with one another, and each SWAP uniquely reflects a fellow Girl Guide, their unit, or a memory of a special event. In this session participants will create several unique, outrageous, interactive, and useful SWAPS to take back to their units.</p>
B11	DEIA: ASK US ANYTHING! <i>DEIA Facilitator Team</i> Branch: All Level: Beginner / Intermediate <p>Creating inclusive and equitable programming and units can be tough work. There are a lot of grey areas, and we all worry about making a mistake. Bring your questions and concerns to our DEIA Facilitators who are ready and willing to answer all your questions about any DEIA topic. Do you have a non-binary member in your unit and aren't sure what pronouns to use? Are you trying to figure out what a microaggression is? If you have a concept you're not sure about or a situation you need help addressing, we're here to help!</p>
B12	BOARDGAMES IN YOUR MEETING <i>Suzanne Brownbill</i> Branch: Guides / Pathfinders / Rangers Level: All <p>Boardgames have come a long way since Monopoly and many of the ideas that are found in modern boardgames can easily be adapted for games in the unit. This topic may be of special interest to Guiders of small units or those who do a lot of work in patrols.</p>
B13	INSTRUMENT PETTING ZOO <i>Valerie Weeks</i> Branch: All Level: All <p>Free the wild rhythms inside you! This is a fun, interactive, self-guided hands-on exhibit of musical instruments. Explore your part in the symphony around you.</p>

Lunch Activities
12:15 p.m.—1:15 p.m.

EARLY AFTERNOON SINGLE SESSION ~ 1:15 p.m. – 2:30 p.m.

C01	UNIT PLANNING Branch: All <i>"Year at a Glance"</i> Discover some ways to stay organized, badge tracking, dealing with parents, what Safe Guide do you need, where do I go for information, unit roles, and sharing the load.	<i>Candis Ellis</i> Level: All
C02	CRAFT TOGETHER Branch: Guides / Pathfinders / Rangers Come gather together and craft. Choose one of 4 crafts options per session. Each craft will come with the instructions to complete with minimal instruction, allowing for each participant to complete the craft of their choice. Note: You can only choose one craft/session. Options for crafts: 1. Iris folding with wood and ribbon 2. EL Wire 3. Embroidery Sampler 4. House Hippo <i>Additional fee payable to presenter for this session is \$10.00.</i>	<i>Elisha Hardwick</i> Level: All
C03	SINGING FUN TO TAME THE ZOO - OLDER BRANCHES Branch: Guides / Pathfinders / Rangers Do your meetings sometimes feel like you are in a Zoo? Want to find a fun way to bring everyone together so you can continue on with your program? How about learning some easy, fun songs and singing games to pull out of your back pocket and get your unit back on track. Or how about learning some new or classic songs that you can teach your older youth, to enrich your time together and enhance special events and campfires. Feel free to bring a recording device and don't worry if you can't sing. :)	<i>Grace Ferguson</i> Level: Intermediate
C04	OAL INDOOR - FOOD & NUTRITION Branch: TEAM—Sparks / Embers 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. The full TEAM OAL Training consists of the four sessions titled "OAL Indoor – Leading", "OAL Indoor – Planning", "OAL Indoor – Food & Nutrition", and "OAL Indoor – Camp Life" and the Getting Outdoors Team Module.	<i>Heather Perigoe</i> Level: Beginner
C05	ACTIVITIES / GAMES FOR THINKING DAY Branch: Pathfinders / Rangers Finding it difficult to find activities for Thinking Day? We will be learning some games and activities that will teach and /or review Guiding history and WAGGGS. Come prepared to play some of the games and if time allows, make and take back to your unit, a game or two. Session geared to Pathfinder and Ranger level, though Spark, Ember, and Guide units could adapt some of the activities.	<i>Jan Gibson</i> Level: All
C06	GAMES FOR SMALL GROUPS AND SMALL SPACES Branch: Guides / Pathfinders / Rangers You don't need a group of 15 to 20 people, or a gym, to get active and have fun with your unit. We'll learn and share a variety of games and activities to keep your small "Zoo" hopping!	<i>Janice Monahan</i> Level: All

C07	CLIMATE CHANGE IS NOT A SERVICE PROJECT Branch: All <p>Wrapping your head and heart around the climate crisis is a huge task, especially when stewarding young people who may have climate anxiety. Be a part of the solution by incorporating permanent, transformational climate action into your unit - not just one-off service projects. Guiders will leave with 1) science-based, global resources to help them understand climate change, 2) climate footprint tools to help youth visualize their environmental impact, and 3) a method of implementing youth-led, permanent changes in their unit.</p>	Kate Leuschen Level: Beginner
C08	KNOTTY KNOTS Branch: All <p>Do knots tie you up? Learn some basic knots that will enhance your camping experience. Learn some knot crafts you can do with everyone from Sparks to Rangers & Adults.</p>	Kathy Turner Level: All
C09	POUR OUT YOUR CREATIVITY Branch: Guides / Pathfinders / Rangers <p>If you can pour yourself a glass of milk, and wipe up dry spillage, you can create a piece of art! In this session, you will learn techniques in paint pouring and walk away with your own creation. A second technique will be offered for those who took the session in 2023. <i>Additional fee payable to presenter for this session is \$10.00.</i></p>	Kitty Furlotte Level: Beginner
C10	GAMES GAMES GAMES Branch: All <p>Do you find yourself playing the same games over and over again? This training will show you how to use games to go from uncontrolled chaos to fun, learning and more controlled chaos. Games are essential to Guiding and they make learning fun. We'll explore board games, active games, games for small and large spaces and even some wide games. We'll be playing the games ourselves, please wear comfortable shoes.</p>	Natalie Quinton Level: All
C11	BLOW OFF STEAM GAMES Branch: All <p>We all know it's a zoo out there but how can we tame it? Come learn some games that will help your girls be fit and active while they blow off steam.</p>	Nina & Les Stubbs Level: All
C12	OUTRAGEOUS BADGE PRESENTATIONS Branch: All <p>This session will demonstrate several ways to present program and fun Badges to youth in your unit(s). These outrageous badge presentations are meant to be fun, easy, cost-effective, and take no time at all. Have Badges for youth? Bring them with you to get crafty and creative.</p>	Rose Hardie Level: All
C13	CREATING INCLUSIVE SPACES IN GUIDING Branch: All <p>Come and join our DEIA Facilitators as they walk us through what it means to be an ally to underrepresented people and groups. We will look at how to become better allies and what to do when we get it wrong. This is an interactive session where participation will be encouraged.</p>	DEIA Facilitator Team Level: Beginner / Intermediate

C14**SO YOU'D LIKE TO BUILD A CAMP GADGET***Suzanne Brownbill***Branch:** Guides / Pathfinders**Level:** Beginner / Intermediate

Camp gadgets, what are they and how do you build them? We will learn the basic knots and a few classic structures.

LATE AFTERNOON SINGLE SESSION ~ 2:45 p.m. – 4:00 p.m.

D01**MEETING 101***Candis Ellis***Branch:** All**Level:** Beginner

Where and how do you plan a meeting and include the children in the programming. Get help in structuring meetings, understanding the girls and the parents. Ideas on how to make the year less stressful.

D02**WOODWORKING FUN***Elisha Hardwick***Branch:** Guides / Pathfinders / Rangers**Level:** All

Come join us for a fun session where you will be able to choose to make either a gumball machine from wood and a mason jar or a wire buzzer game. You will be cutting, and assembling using a mix of power and manual tools.

Additional fee payable to presenter for this session is \$10.00.

D03**OAL INDOOR - CAMP LIFE***Heather Perigoe***Branch:** TEAM—Sparks / Embers**Level:** Beginner

After completing this module participants will feel confident at:

- Running activities at camp.
- Understand how to conduct a fire safety and general camp orientation.
- Evaluating the success of camp.

The full TEAM OAL Training consists of the four sessions titled "OAL Indoor – Leading", "OAL Indoor – Planning", "OAL Indoor – Food & Nutrition", and "OAL Indoor – Camp Life" and the Getting Outdoors Team Module.

D04**GIRLS JUST WANNA HAVE FUN***Jan Gibson***Branch:** Guides / Pathfinders / Rangers**Level:** All

Pathfinders and Rangers like to have fun and play games just as much as Sparks, Embers, and Guides do, so let's give them some games. We will explore both active games and table/board games that will have this age group laughing and having fun. Come prepared to play a few games - and we may even do a few games outside.

D05**MUSICAL ACTIVITIES FOR OLDER GIRLS***Janice Monahan***Branch:** Guides / Pathfinders / Rangers**Level:** Beginner / Intermediate

Do your girls love music but are tired of the same old same old? Let's try some beautiful harmonies, challenging action songs and maybe even some fancy footwork to test their coordination and rhythm.

D06	WILDLIFE SHELTERS & THE OUR NATIONAL SERVICE PROJECT Branch: All <p>Learn about wildlife shelters and how to be mindful when doing the new National Service Project with your youth. This session is wildlife-centered and thinks about the broader impact of your activity on ecosystems while maintaining the fun!</p>	<i>Kate Leuschen</i> Level: All
D07	HELPING KIDS RELAX! UNDERSTANDING ANXIETY Branch: All <p>1. Stress busting techniques: helping your participants feel less anxious.</p> <p>2. Understanding anxiety and tips to deal with your anxious participant.</p> <p>3. How to include anxiety reduction activities in your unit meetings.</p>	<i>Michelle Peralta Westland</i> Level: All
D08	MUSIC AT THE ZOO Branch: All <p>Music is fun, it can help teach the program and girls and youth members want to sing. Come to this session where we will sing songs all about our animal friends, our feathered friends and let's not forget the amphibians! Yes, it's a session of animal songs that you can take back to your unit to sing, share and have fun. Come with paper and pen so you can write down the titles. Most of the songs will come from the "Let's Sing" resource list on MemberZone.</p>	<i>Natalie Quinton</i> Level: All
D09	LEATHER CRAFTS Branch: Guides/ Pathfinders / Rangers <p>This workshop will be a great opportunity to discover Leather crafting basics. You will learn different basic techniques to make your first leather project, cutting and gluing the material, and hand sewing with a waxed thread. Each participant will have the choice of several types and colors of leather and the option to create a leather bound notebook, key chain / small wallet, or game pouch.</p>	<i>Rose Hardie</i> Level: All
D10	DEIA: ASK US ANYTHING! Branch: All <p>Creating inclusive and equitable programming and units can be tough work. There are a lot of grey areas, and we all worry about making a mistake. Bring your questions and concerns to our DEIA Facilitators who are ready and willing to answer all your questions about any DEIA topic. Do you have a non-binary member in your unit and aren't sure what pronouns to use? Are you trying to figure out what a microaggression is? If you have a concept you're not sure about or a situation you need help addressing, we're here to help!</p>	<i>DEIA Facilitator Team</i> Level: Beginner / Intermediate
D11	TOOLS FOR DEALING WITH LARGE UNITS Branch: Sparks / Embers / Guides <p>There are small zoos but then there are LARGE ones! We will discuss the advantages and challenges of working with a large unit. Tools to help you deal with your large unit will be presented and demonstrated.</p>	<i>Suzanne Brownbill</i> Level: Beginner / Intermediate