



SWE Activity Report 2006 - 2007

Event: Girl Scout Day
Date: Saturday, March 31, 2007

Time – From: 10am To: 2pm
Number of Participants: 87

Chairs of Event		
Name	Email	Year / Major
Liz Corson	ecc35@cornell.edu	ChemE '09
Emily Majusiak	erm34@cornell.edu	ChemE '09
Amanda Sieradzki	abs65@cornell.edu	ORIE '10

Please submit a brief schedule of the planning of your event and any relevant contact people

Activity to be done	By (Date)	Contact Person	Phone Number (or Email)
Arrange a date for the event with the council	August	Stephanie Hesler (Seven Lakes Council Program Director)	SHesler@girlscoutssevenlakes.org
Reserve rooms for GS Day	mid-December	Engineering Registrar	Olin 158
Release flyer to councils so they can put it in their January newsletter (they like MS Publisher format)	mid-December	Stephanie Hesler Indian Hills Council	(same) info@gsihc.org chenango@gsihc.org otsego@gsihc.org
Recruit volunteers (setup, morning, afternoon): listservs, tearoffs for SWE meetings, class announcements	January-March	Debbie Moss (DPE newsletter) Sundial	dml45@cornell.edu sundial@cornell.edu
Check with SWE president about budget and t-shirt funding (corporate funding)	mid-January		
If corporate t-shirt funding still needed, ask Lockheed Martin	early February	Susan Chong	susan.s.chong@lmco.com
Pick activities	mid-February	Possibly Main Street Science	http://www.nbtc.cornell.edu/mainstreetscience/kitlib/
Order badges (leave at least 3 weeks because large orders take a while)	3+ weeks prior	GSUSA	1-800-811-9342
Design and order t-shirts (PSP Unlimited) generally 7-10 day turn around	3+ weeks prior	Brandy Adams	brandy@pspunlimited.com
Reserve rooms for volunteer training (training should be the week of the event)	3+ weeks prior	Engineering Registrar	Olin 158
Make activity rotation schedule, etc	Week of event		

1. **About the event** – Please describe the event briefly. Was the turn out what you expected and/or wanted?

- **Activities:**

- Design a Town – given a budget of \$10 million and some requirements and constraints, girls had to design a town with houses, industries, businesses, and transportation.
- Secret Code – we taught them about binary in the context of communication (how computers use binary to communicate) and real world uses of secret codes/encryption. We had them send messages using the light boards and a binary/alphabet code. We also had them make up their own code with M&Ms.
- Puff-mobiles – given straws, tape, lifesavers, paper, and paper clips, girls had to design and build a car powered by blowing on it.

- Plankton – girls learned about different types of plankton and then built a “phytoplankton” which had to neither float to the top nor sink to the bottom of a water tank.
 - Historical women – at each station we highlighted a famous woman engineer.
 - Evaluation – we gave girls an evaluation to fill out.
 - **Turn out:**
 - Unfortunately the turn out was not what we had hoped. Of 126 girls registered, only 87 showed up. (8 of those were actually not registered but came anyway.) This was probably for the better because the group sizes were much more manageable as far as splitting 87 rather than 126 into 4 groups.
2. **Specific Problems** – Please list any problems that were encountered in the organization and execution of the event.
- We did not set a cap or a deadline so we had troops emailing just days before the event. The emails were very overwhelming.
 - We had some communication problems among the chairs. We also had a difficult time finding a good meeting time for the 3 of us. It's very important to set a weekly meeting time and stick to it.
 - The Secret Code activity had to be completely revamped in the middle of the day because it was not interactive enough. In the afternoon sessions, it was very much improved and the girls seemed to enjoy it.
 - We didn't buy quite enough food for volunteers. You will need more lunch than breakfast because of the 2 shifts of people.
 - We only ordered youth large and adults small t-shirts, and some of the girls could not fit into these sizes.
3. **Suggestions** – Please elaborate on ways in which SWE can improve this event for next year. Include general suggestions and advice for the future.
- Continue with early publicity. It is important that the directors arrange a date for the event over the summer. This way the councils can put it on their yearly event calendar and leaders can plan for it well in advance.
 - If you do have the early publicity, make sure to set a cap of 100 girls on the event and make it just for Juniors. Also it might be a good idea to make a waiting list of another 50 or so girls in case some troops/girls cancel.
 - Now that we have 3 badges (Science in Action, Making it Matter, and Creative Solutions), we can cycle them, since girls only stay at the Junior level for 3 years.
 - Collaborate with other engineering student groups, such as project teams, for activities and organizations like SHPE and NSBE for volunteers. Advertise in the Sundial and DPE newsletter and over major/class listservs and make announcements in class.
 - Note that all the contact information may be changing. GSUSA is reorganizing and many councils are being merged with others.
4. **Budget-** Please make a budget of things purchased for this activity and their prices.

Item	Purchased From	Cost
Creative Solutions Badges	GSUSA	\$156.95
Food for volunteers	Wegmans	\$64.04
Extra supplies	Walmart	~\$45
Participant t-shirts	PSP Unlimited	\$735.00
Total =		\$1000.99