

Community Meeting Agenda

Tonight's Purpose: To help our Troops better understand the Think Like a Programmer Journey and encourage them to try it with their girls.

Date:

Location:

Time:

Timekeeper:

Recorder:

Members Present:

| Time | Activity | Lead | Action/Discussion Items |
|------------------|--|--------------------------------|--|
| Prior to 7:00pm | Start-Up Activity | Mindy | Get to Know You Activity |
| 7:00pm – 7:05 pm | Opening | Delegates Sarah and Emma | Promise and Law |
| 7:05pm – 7:30pm | Community Business | Brett | <ul style="list-style-type: none"> • Upcoming Events • Reminders • Delegate Update to Community • Review Action Items from Last Meeting • Assign new Action Items due by _____. |
| 7:30pm-8:15pm | Activity - Think Like a Programmer Journey Ideas | Lucy | Not sure how to get started on the Think Like a Programmer Journey? Come get ideas and experiences from your fellow Troop Leaders to successfully carry out Journey activities with your girls. |
| 8:15pm-8:30pm | Closing | Larry | <ul style="list-style-type: none"> • Final reminders • Reflection |
| 8:30pm | Cleanup | All | Please put away your own chair and feel free to stick around if you have any questions! |

Refreshments courtesy of Troop 1234

Remember!

- All Community meetings and activities should focus on supporting troops. If they don't, you shouldn't be doing them.
- Send the agenda out in advance to get everyone excited about the topics and to ensure they come prepared.
- Ask Troop Volunteers what they would like to get from these meetings and include them on the agenda. Not only will this increase attendance, it will also prepare future members for the Community Leadership Team!
- Start on time and end on time (nobody is sad if you end early ☺).
- Make it fun! You are successful if participants say, "I don't want to miss this meeting!" rather than, "I have to go to this meeting."