

EXTENDING GIRLS' HORIZONS

Extending Girls' Horizons is an outgrowth of the Girls Conference Reunions we originally held, and enables us to have an ongoing positive influence with girls in grades 6-12. Many of the girls at the November Conference heard about it through Girl Scouts, and others who attended the Conference start coming to our monthly events. The Girl Scouts provide publicity, insurance, and chaperonage, while AAUW plans and runs the programs.

We have had a busy fall working together with the Girl Scouts to bring special STEAM programs to girls in grades 6-12 in Dutchess (and even Orange, Ulster, and Putnam) Counties. In September we held our ever popular annual "Game Night", featuring math games from Anthula Nastoulas's extensive collection. Chris Petty, naturalist, led a lab on the science of "Trees" in October. "Fiber Crafts", in November, introduced the traditional skills of weaving and cross stitch. Then in December Mary Coiteux taught Morse Code beading to create holiday bracelets. Thank you also to Gwen Higgins, Lynda Byrne, and Gabriella Drasny who helped at these events.

On January 19 we introduced 18 girls in grades 6-8 to a variety of paper craft techniques in the library at RC Ketcham High School. Gwen Higgins, Chris Petty, Lynda Bryne, and Karla Rauch ran stations from which the girls could choose and then move on to additional options. On February 9, despite an unanticipated snow event, 20 girls came to our cooking badge workshop, New Cuisines, at Zion Episcopal Church, where girls learned to make recipes from U.S. regions, other counties, and historical periods - and then sample each others' creations. Chris, Lynda, Karla, and Gabriella Drasny led stations that night. March 16 featured a sampling of different dances led by local dance instructors Jennifer Urciuoli and Kim Childs in the Ketcham cafeteria.

Gwen and I led our popular Saturday Girl Scout Journey "A-Maze", on January 6 for 24 girls, and then I repeated it for 24 other girls on February 10. This day-long workshop explores first impressions, stereotyping, friendships, cliques, peer pressure, and bullying through alternating games and small group discussions.