

Introduction

Whole Group Activities

Rewards

Meet the Mascot

Goal Setting

Booth Marketing

Digital Marketing

Safety

**Money Management**

● **Accepting Payment Activity**

○ Instructions: Accepting Payment

○ Digital Payment Whiteboard

○ Instructions: Digital Payment Whiteboard

Customer Knowledge

Rally Action Plan

Appendix

# Accepting Payment




**Younger Ages  
Beginner-Friendly**

Get Girl Scouts comfortable with taking an order and counting change or processing payment in Digital Cookie® by playing store! They'll take turns acting as the entrepreneur and customer, adding up totals, swiping or scanning cards and giving change.

**Supplies:**

- Play money
- Mock tablet or mobile phone
- Empty Girl Scout Cookie™ packages
- Table (or other booth prop)

**Go Virtual!** 

Break out into small groups and encourage Girl Scouts to act out this activity on a call.

**Optional:**  
If your council is offering the apron reward, give the entrepreneur the apron reward to wear and hold the play money.



This activity gets Girl Scouts one step closer to earning a Cookie Business badge!



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## Accepting Payment Instructions

- 1** Set up a pretend booth with a table and cookie packages.



- 2** Choose two Girl Scouts to act as the cookie entrepreneur and a customer. Hand them each play money to use as payment and to make change. They should also practice taking digital orders and processing payment using a mock tablet or mobile phone.



- 3** The customer chooses cookies to buy, and the entrepreneur adds the order total and lets them know how much it is. The customer pays, and the entrepreneur counts their change if handed cash.



- 4** Once they've completed the purchase, they switch places and play the other role. Continue until every Girl Scout has had a chance to play both the entrepreneur and customer.

### Call in Captains!

Girl Scouts® Cookie Captains can help out and share how accepting credit card payments helped them reach their goals.

