



Whoa! **Now That's a Jump!**

Fiona Fawn is growing fast...even faster than you! When she is as old as her mother she will be able to jump as far as 30 feet in one leap!

How Far Can **You Jump?**

With an adult and your Girl Scout friends, measure 30 feet out on a long sheet of paper using markers, or go outside and mark it on a sidewalk or a parking lot with chalk. If you go outside, the adults will make sure the area is safe and free of traffic. Label every foot from one to 30.

Want to know how far you can jump compared to a grown deer? Start at the first marker, take a deep breath, and jump! Where did you land? If you earned a coin for every foot you jumped, how much money in total would you get?

With your Girl Scout friends decide how much you would earn if you land between the markers.

Write it here:

\$_____.




Add everybody's earnings together:

\$_____.



If you had 30 pennies, 30 nickels, and 30 dimes for every foot you marked out, how much money would you have in all? A fun way to figure that out is to put a real or paper penny, nickel, or dime at the place you wrote each number.

Figure out the worth of each type of coin and keep track on the lines below of your troop's money using the cent and dollar symbols:

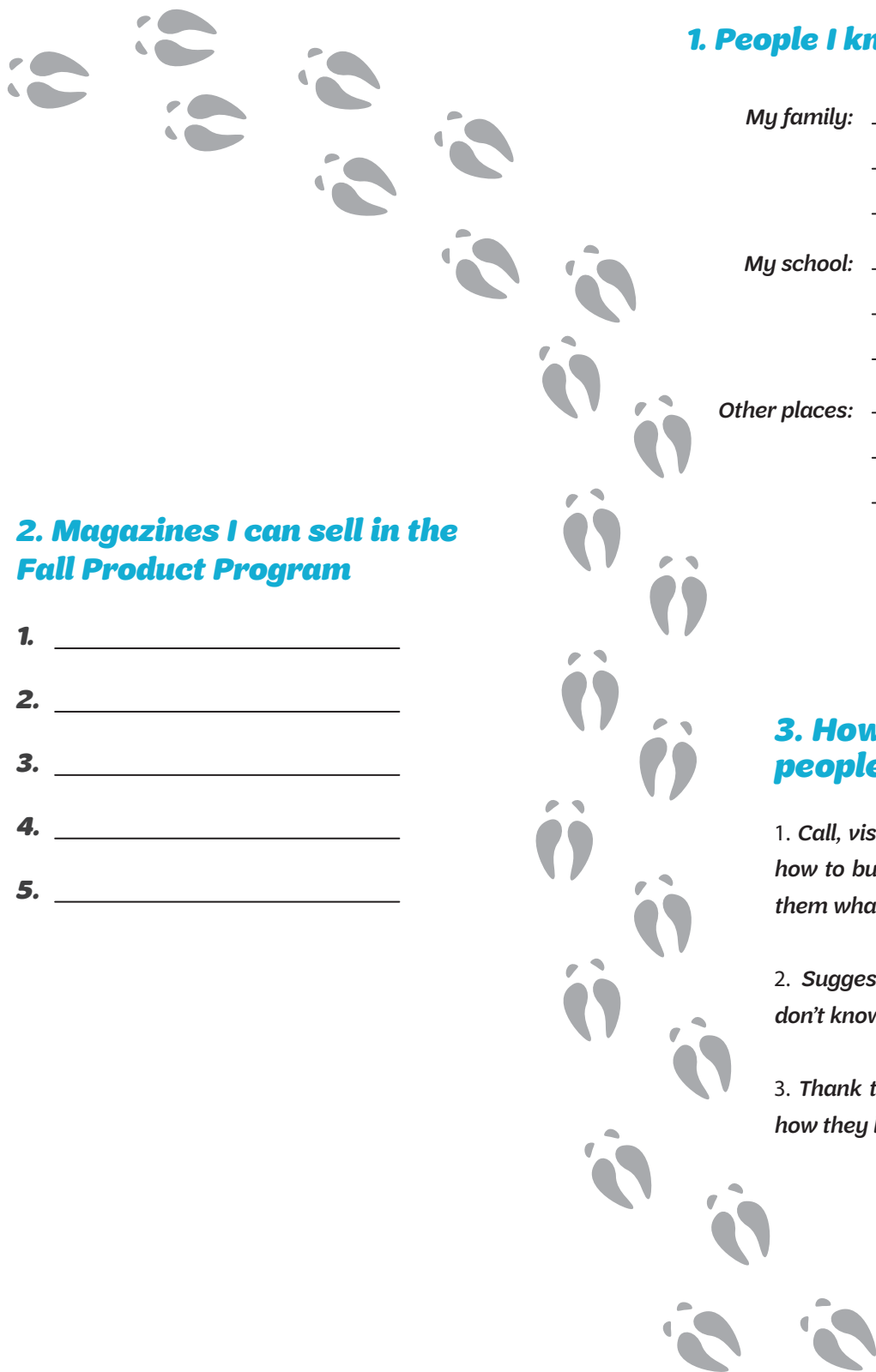
 _____ ¢  \$ _____  \$ _____

Total amount of money: \$ _____

What could your Girl Scout troop do with the money earned from a magazine sale? Do you think you would need more than that to do the things you have planned with your troop? Get a jump ahead by finding out exactly how much those plans will cost and then leap into action!

Oh Deer, **Who Can the Customer Be?**

What a entrepreneur you are going to be! Follow Fiona Fawn's footprints through the forest, starting at Step 1. And before you know it, you and your Girl Scout friends will be making the money you need to achieve your goals — like learning new skills and making the world a better place.



1. People I know from:

My family: _____

My school: _____

Other places: _____

2. Magazines I can sell in the Fall Product Program

1. _____

2. _____

3. _____

4. _____

5. _____

3. How I will turn these people into my customers:

1. *Call, visit, email, or send a card that explains how to buy a QSP magazine from me and tells them what my troop will do with the proceeds.*

2. *Suggest magazines they might like if they don't know what to order.*

3. *Thank them after they order, and ask them how they like the magazine once they've read it.*