

It's Your World – Change It!
Journeys by Grade Level



October 2008

Daisy Flower Garden For Girl Scout Daisies

This storybook world is grounded in the values of the Girl Scout Law.

The girls' book features the story of "Amazing Daisy and the Daisy Flower Garden," which engages girls in exploring:

- Global diversity (people, plants, and languages)
- Plant facts, the environment, and caring for the land
- Girl Scout history and the values of the Girl Scout Law

On this journey, Daisies earn three **awards**:

- The Watering Can Award
- The Golden Honey Bee Award
- The Amazing Daisy Award.

Their fun **keepsake** is a bracelet adorned with characters from the storybook garden.

The adult guide offers:

- Plans for a six-session journey
- Tips and ideas for expanding the experience over more sessions

Key activity: guiding the girls to grow their own garden project

Volunteers—even those with no gardening experience—will find plenty of suggestions for making the journey a bountiful one, complete with assistance from a network of the girls' families and friends, and community resources.



Brownie Quest

For Girl Scout Brownies

Shhhhh! Girl Scout Brownies are about to set off on a quest to find **three very important keys**. You'll know exactly what these keys are (the keys to leadership!), but the girls won't have a clue. This is a quest, after all! It's important to keep the fun and mystery going. Along the Quest, the Brownies will meet some special new Brownie friends (Campbell, Alejandra, and Jamila) who team up to save a tree family. Their story, the centerpiece of the first half of their Quest book, serves as a spring board for the real Brownies to choose their own Take Action Project.

On the Quest, Brownies earn three **awards**:

- One for each key
- And, ultimately, a special lock.

Also, as a fun **keepsake**, Brownies can wear a necklace that also features keys and a lock.

The adult guide offers:

- Detailed plans for a six-session journey with a closing ceremony as the seventh session
- Tips throughout to help create a sense of mystery as the search for the keys unfolds
- Instructions for a Brownie Brainstorm, Brownie Team Trade, and other activities and discussions meant to maximize opportunities for the Quest to follow the Girl Scout processes of Girl Led, Learning By Doing, and Cooperative Learning—which ensure a quality and fun time.



Agent of Change For Girl Scout Juniors

Girl Scout Juniors create a circle of fun and friendship as they move from a deeper understanding of themselves to discovering how powerful they are as a team to realizing the added strength they gain by reaching out to the wider community.

Juniors earn three **awards**, each representing one of the powers they discover and explore:

- The power of one
- The power of team
- The power of community

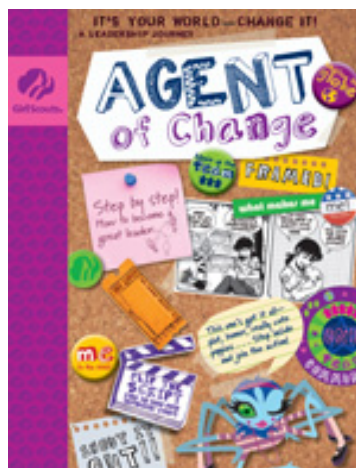
Their **keepsake** is a bracelet, a nice visual representation of the circles of power the girls explore.

The adult guide offers:

- Plans for a seven-session journey
- Tips for stretching out the experience even longer as time and interest permits
- Tips for how to customize the journey with the girls, adding on trips, and getting outdoors

Key features and activities:

- Using circles and ceremonies to experience the power of belonging and achieving in Girl Scouts
- Uncovering the “her story” of real-life heroines
- A comic story (guided by Dez—the spider with an eye for fashion who narrates the entire journey) of Junior age girls who take action to improve their community
- Teaming up to create their own story of superheroes taking action to better their community
- Ultimately, the Junior team creates and carries out its own real-life Take Action Project.



aMAZE

For Girl Scout Cadettes

Each passageway of this journey presents Girl Scout Cadettes with opportunities to navigate personal relationships in the best and most productive ways.

As girls twist and turn through aMAZE, they gain tips and strategies for creating healthy, long-lasting friendships:

- “I-Statements” for building friendships and solving conflicts
- Tips for dealing with bullies
- Pointers for talking with trusted adults

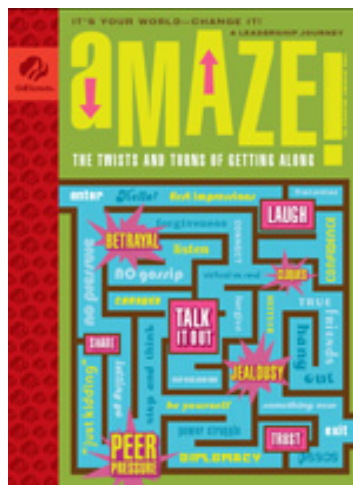
Ultimately, aMAZE has Cadettes experiencing how to create more peace in their world—one relationship at a time. Along the journey, Cadettes make “peace kits” to collect the most useful relationship tips and skills.

Cadettes can earn three **awards**:

- Interact Award
- Diplomat Award
- Peacemaker Award

The adult guide offers:

- Plans for an eight-session journey
- Suggestions for expanding aMAZE into an even longer experience
- Tips for talking about relationship issues with girls
- Pointers for understanding the Cadettes’ middle-school stage of development, and for creating a safe, welcoming space for the Cadettes



GIRLtopia

For Girl Scout Seniors

This journey invites **Girl Scout Seniors to envision an ideal world—for girls**. Girls get the facts on why the world needs a GIRLtopia and then they begin to imagine a society that consistently respects their needs, values, and interests. Through team discussions and reflective experiences, girls act as visionaries who can foresee an ideal world.

Key activities:

- **Create It:** Girls create a work of art to represent their ideal vision.
- **Guide It:** Girls lead one another or others in GIRLtopia topics.
- **Change It:** Girls engage in a Take Action Project to move the real world one step closer to their GIRLtopia.

On this journey, Seniors can earn the **Girl Scout Senior Visionary Award**.

This award recognizes girls who use a deep knowledge of their values to envision an ideal world for girls and also connect with one another and their communities to move the world closer to their vision.

The girls can also wear a **keepsake** GIRLtopia necklace.

The adult guide offers:

- Plans for an eight-session journey
- Suggestions for how to customize the experience in partnership with girls, including overnight retreats, visits to a college or university, and sharing GIRLtopia visions and Take Action Projects with other groups of Girl Scout Seniors.



Your Voice, Your World: The Power of Advocacy For Girl Scout Ambassadors

This journey engages Girl Scout Ambassadors in becoming advocates in their communities. Advocates get at the root of an issue and create a plan to address it.

The Ambassadors use their values to choose an issue they care about and then learn an eight-step process for advocating on that issue. Along the way, they build a network of community partners and create a “pitch” to summarize their issue and a proposed solution. Ambassadors network to identify VIPs who can influence change. The girls then speak out for that change by making their pitch to the VIPs.

Throughout the journey, the girls will:

Develop valuable leadership skills—problem-solving, research, networking, persuasive speaking, consensus-building—that will serve them throughout their lives.

On this journey, Ambassadors can earn the prestigious Advocate Award.

They can also take pride in wearing their own Advocate necklace.

The adult guide offers:

- Plans for a seven-session journey
- Coaching tips they need to guide Ambassadors along this rich and rewarding journey
- Suggestions for making the experience as girl-led as possible

Features of the girls’ book: an inspirational time line highlighting the advocacy efforts of women across the centuries and around the globe.

