

**It's Your World – Change It!**  
**The Leadership Journey Overview**



October 2008

# It's Your World – Change It!

## Leadership Journeys

- Journeys will provide an important foundation for each age level in Girl Scouting for girls and volunteers. Just by following a journey, members will be engaging in the New Girl Scout Leadership Experience (and practicing some Girl Scout traditions!). When the Journey ends, girls and their volunteers can apply what they have learned to everything else they do in Girl Scouting.
- The journeys have been created to provide meaningful experiences centered on the three keys to leadership—for girls participating during a troop year and girls participating during shorter time periods. The “sample sessions” in the adult guides are intended not as a “set number of meetings” but to provide momentum and a road map for a “whole adventure” that has more impact than any one activity in the journeys.
- No matter how much time girls spend on a journey, the whole is always greater than any single part. When a Girl Scout journey comes to a close, girls and their adult volunteers will truly feel a sense of accomplishment. The awards girls earn on journeys mark their achievements—so let’s encourage everyone to take their time with the “learning and earning”! Plenty of tips in the girl and adult books provide suggestions for ceremonies and reflections to make earning the awards a more meaningful part of Girl Scouting.



### What's a Journey?

Journeys unfold through a sequence of activities and discussions that add up to one giant adventure. No matter how much time girls spend on a journey, the whole is always greater than any single part. When a Girl Scout journey comes to a close, girls and their adult guides truly feel a sense of accomplishment – and come to cherish the awards they've earned along the way.

Each Girl Scout grade level – including the new highest level, Ambassadors – will have the opportunity this fall to enjoy its own unique journey from the It's Your World – Change It! Series. In these premier journeys, Taking Action has a starring role.

In each journey, fun and challenging experiences mingle in that special way that makes Girl Scouting unique from school and other extracurricular activities. Journeys reach to the core of Girl Scouting and its mission of girl leadership. They also dip back into beloved Girl Scout traditions – and take time to create new ones. Journeys also reach forward, with cutting-edge information and design.

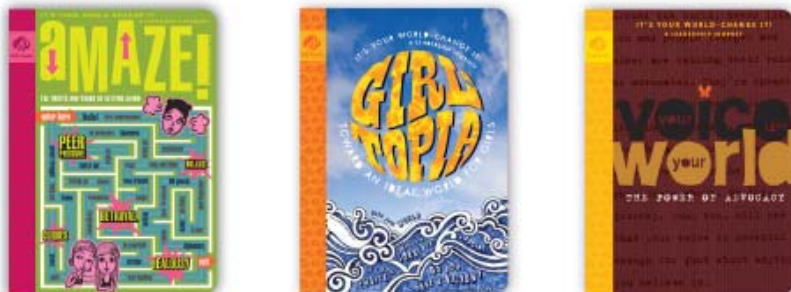
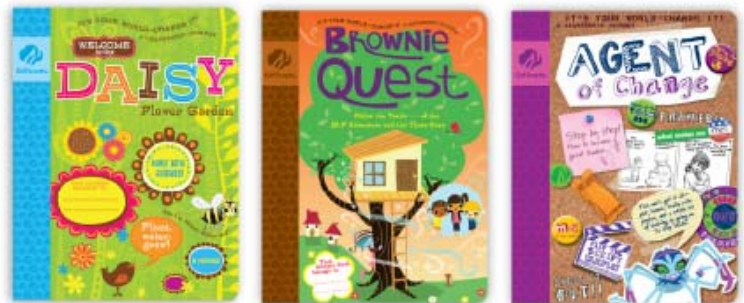
### Journeys invite girls to:

- Explore leadership the Girl Scout way (Discover + Connect + Take Action)
- Develop leadership skills they can use immediately and all their lives
- Reflect on their adventures and apply them to daily life

## **What's in the girls' book?**

The **girls' book** is a unique journey companion that is rich in Girl Scout History, traditions, and values. It offers opportunities to imagine and create through:

- Stories, quizzes, games, and amazing facts and discoveries
- Open spaces to collect ideas, memories and mementos
- Reflections and questions that get girls thinking about their own lives and the world around them
- Team-building experiences that foster that special sense of belonging so integral to Girl Scouts



## **What's in the adult books?**

The companion **“how-to” guide for adult volunteers** offers key information about the journey, its awards, and its leadership benefits, and step-by-step sample plans for how journey sessions can unfold as girls meet. Adults in partnership with girls can expand or condense these plans as they like because there's plenty more to do and it's all built right into the journey books.

The adult guides also feature sections on Girl Scout history and traditions, as well as tips on safety and understanding girls at a particular grade level. They also contain information on what to do if a girl misses a session or an award step. The guides offer inspirational quotes and ways for volunteers to consider their own thoughts on leadership.

**Costs for all grade levels: girl book \$7 and the adult guide (packaged with a girl book) \$15**

# **It's Your World – Change It!**

## **Introducing the first series of Journeys...**

### **Welcome to the Daisy Flower Garden**

In this journey for kindergarteners and first-graders, a favorite pastime – gardening – meets the Girl Scout Law. The result is a storybook world of flowers and little girls who, together, do great things. Girl Scout Daisies will especially enjoy meeting the colorful, global characters who teach them the Girl Scout Law. The adult “how-to” guide offers Garden Story Time tips, key ideas for garden projects, and all the Girl Scout history and traditions needed for an adventure starring Amazing Daisy, a new flower friend for Girl Scout Daisies.

### **Brownie Quest**

What are the most important keys for a Girl Scout to own? This Quest, which has second and third graders traveling along two colorful trails – one they can enjoy on their own and one they explore with their Girl Scout group – answers that question in a very special way. Along the Quest, Girl Scout Brownies will meet three new friends and a bright and shining elf – in a brand-new Brownie story meant to inspire their own Take Action Projects. The accompanying adult guide offers all the tips needed to create and maintain a sense of fun and mystery along the entire Quest. Instructions for a Brownie Brainstorm, Brownie Team trade, and other activities ensure a quality and fun time for the girls.

### **Agent of Change - Juniors**

Power. In this journey, there's a whole spiral of it waiting for Girl Scout Juniors. The journey is filled with ceremonies and circles, real-life heroines, and special new characters, including the fashion-savvy spider named Dez. Along the way, girls learn how their own power combines into team power and then moves out to become community power (kind of like how Dez weaves her web from the inside out.) The journey's centerpiece is a comic story of girl heroines who will inspire the Juniors as they take action to improve their own community.

### **aMAZE – Cadettes**

Life is a maze of relationships and this journey has Girl Scout Cadettes maneuvering through all its twists and turns to find true friendships, plenty of confidence, and maybe even peace. The adult guide offers tips for talking about relationship issues with girls and pointers for understanding Cadettes' development and creating a safe, welcoming space.

### **GIRLtopia – Seniors**

Girl Scout Seniors know the world is not ideal. This journey is their chance to imagine a perfect world – for girls! They're invited to create their vision as an art project – in any medium they choose. Then they'll take action to make their vision a reality. Leaders, after all, are visionaries!

### **Your Voice, Your World: The Power of Advocacy – Ambassadors**

How often have you seen something that really needed to be changed and wondered, “Why isn't someone doing something about that?” This journey gives Girl Scout Ambassadors a way to be that someone – an advocate with power to start the first flutter of real and lasting change. While creating their own “butterfly effect,” they'll gain an array of skills – such as networking, planning, and learning to speak up for what they believe – that will benefit them as they prepare for life beyond high school.

# Burning Questions

Q: "What is the Girl Scout Leadership Experience?"

Launched by GSUSA, the New Girl Scout Leadership Experience is the exciting new design for the way in which Girl Scouting is delivered to girls. It is intended to support out continued efforts to provide the premier leadership experience for girls. It has three main components:

**New Program levels-** based on more developmentally appropriate grouping

**New Program material-** aligned with quantifiable outcomes

**Outcome measures-** assessing the impact of Girl Scouting

Q: "What are the three keys to Leadership?"

- **Discover** (girls understand themselves and their values and use their knowledge and skills to explore the world),
- **Connect** (Girls care about, inspire, and team with others locally and globally),
- **Take Action** (Girls act to make the world a better place)

Q: "What are the Girl Scout Processes?"

- **Girl-Led** – Girls play an active part in figuring out the what, where, when how and why of their activities.
- **Learning by Doing** – Hands-on learning that engages the girls in cycles of action and reflection.
- **Cooperative Learning** – Girls work together toward shared goals in an atmosphere of respect.

Q: "What are the 15 Leadership Outcomes?"

There are 5 outcomes associated with the three keys to Leadership:

**Discover**

1. Girls develop a strong sense of self
2. Girls develop positive values
3. Girls gain practical life skills
4. Girls seek challenges in the world
5. Girls develop critical thinking

**Connect**

1. Girls develop healthy relationships
2. Girls promote cooperation and team building
3. Girls can resolve conflict
4. Girls advance diversity in a multicultural world
5. Girls feel connected to their communities, locally and globally

**Take Action**

1. Girls can identify community needs
2. Girls are resourceful problem solvers
3. Girls advocate for themselves and others, locally and globally
4. Girls educate and inspire others to act
5. Girls feel empowered to make a difference in the world

**Q: “How do the Journeys fit into Pathways?”**

Journeys are the “what” girls do in Girl Scouts. Pathways are the “how” girls join Girl Scouts. There are currently six (6) proposed Pathways. These include: Camp, Events, Special Interest, Travel, Troops and Virtual. (Pathways are defined by GSUSA)

- Camp – Girls participate in a day or resident camps with a focus on the out of doors and/or environmental education
- Events – Girls participate in events (e.g. career day)
- Special Interest - Girls participate in a series of programs with the same group of girls relating to a specific theme or purpose (e.g. high adventure teen group, completion of the “Change Your World” journey over a six-week period.)
- Travel - Girls plan, earn money, prepare, and participate in regional, national, and international trips
- Troops - Girls participate in a series of programs with the same group of girls over the course of an academic year
- Virtual - Girls participate in interactive, high-quality program activities in a safe, secure, online environment supplemented by live events

**Q: “How will we train adults on Journeys so they will know how to use them and feel comfortable?”**

The new Journey for All Grade Levels training will encompass a hands-on approach to learning the Journeys where volunteers will search and learn the new program material. This is a nationally consistent training design.

**Q: “When will the new trainings be offered?”**

Now! These new trainings are currently being offered and are posted on [http://www.gsep.org/pages/adult\\_education.html](http://www.gsep.org/pages/adult_education.html)

**Q: “Who will be required to attend the new training?”**

New volunteers are required to attend the Journey for All Grade Levels Training (as per GSEP’s Three Step leadership process written in VIP) within one year of appointment to their position. Existing Volunteers are highly encouraged to attend a Journey for All Grade Level Training.

**Q: “Who will deliver the new trainings?”**

We will utilize council trainers and staff to ensure volunteers receive a consistent message in a timely manner.

**Q: “How do you work with journeys?”**

Journeys offer a new way of working with girls. They are not “like” earning a sign, working with a Focus Book, or any other award we currently have. Journeys offer fun and interactive age-appropriate activities for girls in the theme of It’s Your World. Change It! The adult guides walk busy volunteers through the process of working with the journeys, and contain tips and pointers for expanding the experience.

**Q: How many other journeys will be developed and when will they be available?**

There will be about three journeys for every grade level by 2010. A second journey series will roll out in 2009 and the third in 2010. Girls at each level will be able to choose the journey that most interests them or do them all.

**Q: “The journeys are designed as a six-eight session experience. How do we incorporate these into a troop year?”**

The journeys could be used in a straight-forward six-eight session format, and then the troop could work on other activities and awards the rest of the year. Or, the journeys could provide a framework for the entire year, with many side-trips taken throughout. For example, if the group decided to do a Take Action project to benefit animals, they might decide to take time off from the journey to earn a Try It, Badge, or Interest Project Award to learn about animals. The girls might also decide to take a trip to an animal shelter, veterinary office, zoo, or find some other way to connect with professionals. Later, when they were developing a flyer to publicize their Take Action Project, they might take some time off to learn some computer skills or art design concepts. This approach would also allow ample opportunity to take time out to participate in other fun activities such as the product sales or camping trips.

**Q: “Will the journeys be translated into Spanish?”**

Yes. Work will begin while the English language books are at the printer and will require several months to ensure accurate and relevant translation of the journeys. The Daisy, Brownie, and Junior journeys (girl and adult books) will be translated first, and are slated for release by the end of October 2008. The materials for the upper grade levels will follow.

**Q: “How do girls “earn” awards?”**

Girls will earn awards by completing the activities/requirements/sessions for each Journey.

**Q: “What will a girl earn when she completes a Journey? What will it cost?”**

Girls will earn awards as they complete steps along the way within the Journey. For example, In the new “Welcome to the Daisy Flower Garden” Journey for GS Daisies, girls will have the opportunity to earn at least 3 awards. These are the Watering Can Award, the Golden Honey Bee Award, and The Amazing Daisy Award. Prices are available in the new GS catalog or check with the Girl Scout shop manager.

**Q: “How will the new model affect the Gold/Silver/Bronze Awards?”**

At this time we do not know how the New Girl Scout Experience Model will affect the GS Bronze, GS Silver, and GS Gold Awards. Be assured that if changes do occur, girls working on projects will be grandfathered in and a transition period will take place. During the transition period, trainings for all awards will reflect all changes. Girls will need to follow the new guidelines/requirements to earn that specific award.

**Q: “Who will be selling cookies?”**

All registered Girl Scouts (even Girl Scout Daisies) are eligible to sell cookies.

**Q: “Will troops still bridge? If so, when?”**

For Daisy, Brownie, Junior, Girl Scout 11-17 troops, leaders/advisors can use the Bridging requirements that are found in the current handbooks. If your troop will be moving from GS Senior to GS Ambassador, you can make this a special ceremony for the girls. Find out what the girls would like to do to commemorate this special time.

**Q: “What are GS Ambassadors going to work on?”**

All grade levels, included GS Ambassadors, will have more GS program opportunities. At this time, nothing is being taken away. Therefore, GS Ambassadors will be able to work on the new “Your Voice, Your World, The Power of Advocacy” Journey, Interest Projects, Focus Books, GS

Gold Award program, Leadership program, destinations, extended trips, council sponsored programs, etc.

**Q: “What is the future of badges?”**

Girls are welcome to continue choosing and earning badges that represent their varied interests. Girls can work on badges as a stand-alone project or incorporate them into their Journey activities. Earning badges is an important tradition in Girl Scouting and it is here to stay! Over the next several years, GSUSA will be updating some badges to ensure the learning experiences tie to the nation leadership outcomes intended for girls. As new or refreshed badges become available and ‘old’ badges are phased out, girls will have time to transition. They will not ‘lose out’ on activities they have begun or planned.

**Q: “Will Studio 2B go away and if so, when?”**

We don’t know. However, until GSUSA makes that decision, girls can continue to work on all the wonderful Focus Books. The program staff will still continue to use the Focus Books as resources/references for our programs/events.

**Q: “How much will the books cost?”**

Girl Scouts of the USA is aware of the importance of being cost-conscious and has worked to provide excellent value. The girl books will be \$7.00; the adult sets, consisting of a girl book packaged with the adult guide, will be \$15.00. These prices are the same at every grade level. It is important that every girl has her own book to fully experience the journey.

## **NOTES AND ADDITIONAL QUESTIONS:**

# **The Journeys are Here!**

## **5 tips for a Great Trip**

### **1. Customize!**

Journeys provide “sample sessions” to give girls and volunteers ideas about sequencing experiences and discussions, and earning awards so the “whole” feels like one big adventure. The adult books corresponding to the journeys contain many examples and encouragements to engage volunteers in creating the journey experience with girls. The journey will be much more fun and relevant as girls make it their own!

### **2. Stretch!**

Sample sessions in the journeys have been created to show how it is possible to have a Girl Scout leadership experience in six to eight gatherings. Many girls and volunteers will quickly find there is more they will want to do! Those who have more time in Girl Scouts (a whole troop year perhaps!) can make the journey longer. The journey books are filled with tips for stretching out the experience. As their imaginations take hold, girls will have many more ideas about how to extend the journey with guidance from volunteers.

### **3. Link!**

Through the It's Your World—Change It! journey series, Girl Scouts at each level will be engaged in exploring some of the same themes. Consider all the ways that girls networking together can increase the benefits of the journey. Are Ambassadors in the region interested in advocating together? Imagine every Girl Scout Senior in the region creating and exhibiting a unique vision for GIRLtopia. As Cadettes navigate the maze of relationships, what could they teach Juniors? What if Brownies link up on some of the steps of their quest? As Daisies in one area of the council engage in “growing something” how could they benefit from a family field trip to meet Daisies doing something similar in another area? These are just a few ideas of how expanding the connections Girl Scouts can make will contribute to powerful journey experiences around the country.

### **4. Explore Stories!**

Stories inspire girls (and adults) to put values into action. The journey series engages girls in stories—real and fictional—of girls and women taking action in the world. Make use of these stories and expand upon them whenever you can—in any way that you and girls will enjoy. Stories, after all, capture the imagination and motivate. Ultimately, girls will create their own stories on the journey; meet new people, and taking action in the world. What other stories are going on in the region, and how can girls connect to them? What can girls find in stories—in art or life—that add to the feelings and ideas along this adventure?

### **5. Leadership and You!**

As a volunteer in Girl Scouts, your experiences—and your view of leadership—will influence and inspire girls. Use the reflection exercises in your guide to think about the three keys to leadership (Discover, Connect and Take Action) and how you can best apply them as you team up with Girl Scouts on their leadership journey.