



Journey World Programs

All Workshops are 3-4 hours in length. Overnights typically run from 8:00 p.m. to 12:00 a.m. Journey World Program Facilitators call for "lights-out" at 12:30 a.m. A continental breakfast is ready at 7:00 a.m. and Girl Scouts are packed up and ready to leave by 8:00 a.m.

Registration for all Journey World programs is now available! For more information on pricing, to register for a workshop, or customize your own experience, call the **Journey World** hotline at **312/835-8191**.

Program Descriptions

3, 2, 1 ... Blast Off! (Grades 4-5)

Blast off into space with your own rocket! Learn the roles stars played in myths and navigation. No trip through the solar system is complete without a stop through the Oort Cloud and Kuiper Belt to investigate the resident comets. More space surprises await you at Journey World!

Art Investigations (Grades 4-12)

Alert the authorities! What was thought to be a priceless piece of art has been deemed a forgery! How did the investigators discover this deception? That painting over there has a secret message. Can you see it? Find out how investigators solve these mysteries and more!

Career Adventures (Grades K-3)

Explore one of more than 30 careers in the Journey World City! Learn business etiquette, try your hand at being a CEO, disc jockey, videographer, bank president, accountant product designer, data manager, nurse, saleswoman, and police woman. (Available as a day workshop or as an overnight.)

Cosmic Travels (Grades K-3)

Go on a trip through the solar system without leaving the Earth! Create a travel journal where you can record observations of celestial bodies, create your own itinerary and packing list for the trip and much more! Learn about constellations and use them as navigation tools like the ancients. As we move beyond the solar system, you'll also explore resident comets. (Available as a day workshop or as an overnight.)

Cosmo-scout (Grades 6-12)

Navigating the maze of being a teenager is tricky. Who better to help than Girl Scouts? Work together with other scouts to produce a fashion magazine. Write an advice column to deal

with topics such as bullying and overcoming stereotypes. Give tips on how to look your best. It's your magazine!

Creating Comics (Grades 4-5)

Take an average person, add an extraordinary power, and you get a comic book superhero! In this workshop, work as a team to create a superhero who fights for truth, justice and the Girl Scout way. Write the story, illustrate it, and share it with other scouts. Let your inner superhero burst through the pages!

Elementary Engineers (Grades 2-3)

Are you curious about how the world works? Do you like to create and build? Then come to Journey World where you can build a car, pull light out of a bag, and more!

Exploring the Final Frontier (Grades 6-12)

Your voyage will begin with the solar system, but you will soon move into the regions of the unknown. Design a space colony for your home base as you discover phenomena such as black holes and quasars. Don't forget to document your findings so that you can share them with Earth-bound denizens! (Available as a day workshop or an overnight.)

Forensic Investigations (Grades 4-12)

A crime has happened! Help your fellow Girl Scout detectives solve the case. Analyze the crime scene for fingerprints, make a composite sketch of the culprit, learn about handwriting analysis, examine all of the evidence, develop your case and present your findings to the judge and jury.

Inventing Solutions (Grades 4-8)

Are you up for a challenge? Can you work under pressure and with limited resources to design and build working prototypes? Then this is for you! Using nothing but paper, straws, string, and lots of duct tape, you can build a tower that supports a tennis ball and withstands wind, a container to protect your egg in its 5-ft drop and subsequent slingshot flight and much more! (Available as a day workshop or an overnight.)

It's Your Future Camp (Grades 4-8)

Explore all there is in the City at Journey World! Work in teams to produce your own radio show, TV show and newspaper. Discover what it takes to run your own business. Be the owner, top cop, bank president, mayor, popcorn machine operator or disc jockey. Hard work was never so much fun!

It's Your Future (Grades 4-12)

Girl Power happens when Girl Scouts are in charge of running their own city during this day experience. Work in teams to explore this special city, set laws and solve real problems on-the-job in the bank, retail shops, snack shop and city hall. Use computers, cameras and video technology to document the action and capture special memories. (Available as a day workshop or as an overnight.)

It's Your Planet Camp (K-3)

Investigate habitats, water, space and more at Journey World! What makes a habitat? What are some cool properties of water? What makes a comet? All answers will be revealed at camp!

It's Your Planet: Air Today, Gone Tomorrow (Grades 6-8)

When you take a breath, does the air smell sweet and pure, or stale and dirty? Looking out your window, can you see for miles, or is your vision obscured by smog? Learn what causes these conditions and what we can do about it at Journey World. Along the way, learn about other properties of air and our reliance on it. (Available as a day workshop or as an overnight.)

It's Your Planet: Energy Exploration (Grades 4-5)

Blaze trails through the exciting world of energy! Investigate the energy that surrounds you, including wind and solar energy, and how we can harness its power to complete jobs. Put your creative side to use and give that plastic water bottle and other items bound for the landfill a new purpose. Power your way through these activities and more at Journey World! (Available as a day workshop or as an overnight.)

It's Your Planet: Happy Habitats (Grades K-1)

What do you have in common with plants and animals? You all live in a habitat! Learn about what a habitat is and how we can save it. Discover how to be resourceful by re-using "trash". Use your creative side to design your own recyclable bag. More fun awaits you at the habitats in Journey World!

It's Your Planet: Water, Water Everywhere! (Grades 2-3)

All living beings need water. Find out what you can do to protect water. Dive into cool water experiments and investigate water pollution. It will be a wet and wild ride at Journey World! (Available as a day workshop or as an overnight.)

Journey World Fair (All Ages)

Take a journey of a lifetime! Enter a cave, see live turtles, wander through a forest, explore the stars, start your own business, be a disc jockey, visit the wellness center and much more! Explore the simulated eco-systems and mini-city as you interact with scientists, meet local business women, see a show on global warming, learn about how to incorporate the journeys into your troop meeting and participate in lots of hands on activities! All girls who attend will be given a Journey World passport and be entered into a drawing for awesome prizes!

Journey World Fitness Fair (All Ages)

Balance your mind, body, and spirit at the Health Fair! Work your way through fitness, nutrition, and meditation stations and become a healthier you. Get ready to break a sweat!

Journey World Idol (Grade 4-12 and Families)

Want to make it big in the music industry? Practice performing in front of an audience as you rock and roll your way to the top. You'll need a support group to cheer you on, so bring your whole family!

Kitchen Science (Grades 4-12)

Have fun and get messy in the kitchen as you participate in Kitchen Science. Make your own green cleaners, give yourself a mud facial, make relaxing bath salts, enjoy a homemade treat and much more in this awesome program!

Lego Robotics (Grades 4-12)

Become a computer programmer as you have fun building a Lego Robot and learn how to program it using a computer to complete missions. Work with your team to see how many missions your robot can complete!

Lights, Camera, Action: Cook It! Taste It! (Grades 4-5)

If you love to eat this program is for you! Join us for a culinary adventure where you will get your hands dirty in the kitchen. Work as a team to plan, film, and edit your very own cooking show.

Lights, Camera, Action: Hollywood Meets Chicago (Grades 6-12)

Calling all music fans! Learn the ins and outs of the music biz as you plan, film, and edit your very own music video. Explore the different careers involved including performers, choreographers, producers, and camera crew.

Lights, Camera, Action: Make Your Own TV Show (Grades K-3)

Whether you prefer to be in front of or behind the camera, you will have the opportunity to explore all aspects of the limelight. Participants will write, conduct interviews, film, produce, and direct their own morning news program. After the workshop, we will screen the completed clips and present the final show to the group!

Money Management Workshop (Grades 4-5)

Is the price always right? Compete to find the best prices and deals with your teammates. You will learn the power of comparison shopping. C'mon down to Journey World and get the most bang for your buck!

Money Masters Workshop (Grades 6-12)

Does your club want to travel the world? Maybe you want to do something for your neighborhood and start a community garden but don't know how to start. Budgeting for team goals can be overwhelming but can be mastered. Join us to learn how to budget big ideas through setting small goals.

Money Matters (Grades K-3)

Be a savvy saver and shopper at Journey World. Learn how you can budget your allowance to buy a candy bar and still save money for the newest and coolest toy. See how far your pennies can go!

Next Journey World Star! (Grade K-3 and Families)

Do you dream about being a star? Compete against your fellow scouts as you sing, dance, and perform on stage. If you don't want to be in the spotlight, you can work behind the scenes of the competition as a judge, costume designer, host, or film crew. The whole family is welcome to join in as the audience.

Radio City (Grades 2-12)

Instead of waiting to become a disc jockey, girls can become one today! Discover the excitement of producing a radio show, creating and broadcasting advertisements, and keeping citizens up to date on current events. Participants will work together to write, produce, and deliver a live radio show!

Science Sleepover: Kitchen Chemistry (Grades K-3)

What do glue, red cabbage, cornstarch and rubbing alcohol have in common? They are all the makings for cool science experiments! Make your own slimy substance. Test the pH of liquids. No need for expensive chemicals when you have a fully stocked pantry!

Science Sleepover: Movers (Grades K-3)

Flying, sliding, rolling, gliding. No matter how the object moves, forces act on it. Find out what the forces are and how to control them. May the force be with you!

Science Sleepover: Water (Grades 4-8)

Get your hands wet experimenting with water. How can ships float on water? Why don't oil and water mix? Find out at this wet and wild sleepover!

Science Sleepover: Weather (Grades 4-8)

It's raining. Now it's snowing. Oh look, now the sun's shining! Chicagoland weather can change in five minutes. Design your own instruments to predict our crazy weather. Create models of different weather phenomena. See if you have what it takes to be a meteorologist in Chicago!

Slimy Science Spooktacular (Grades K-8)

Dress up in your best Halloween costume and come prepared for a frightfully good time! Discover the science behind atomic slime, bubbling potions, eerie noises and screaming ghosts! Enjoy a lunch of slimy brains, witches brew and graveyard dirt! (spaghetti, fruit punch and chocolate pudding)

Slimy Science Workshop (Grades K-3)

A dash of this ... A pinch of that ... And ... Poof ... You have slime! It's easier than you think to create gooey, slimy potions! In this workshop, discover how ordinary items have extraordinary properties!

Write, Print and Publish (Grades 2-3)

Explore the world of publishing and communications! Write and illustrate your story, be a journalist and follow a trail of clues to discover mysteries that will make this an unforgettable experience.