

## Daisy Grade Level

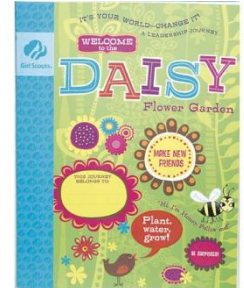
### It's Your World: Change It!      Welcome to the Daisy Flower Garden

**Theme:** 3 school friends meet one another and meet Daisy and the flowers (each flower represents a part of the Girl Scout Law).

**Sessions:** 6

**Awards:** The Watering Can Award (“responsible...”), The Golden Honey Bee Award (take action), The Amazing Daisy Award (knowing and living the Promise and Law)

**Synopsis:** this Journey introduces girls to the Girl Scout Promise, Law and Traditions through the Daisy Flower Garden. They meet new friends, learn about each other, learn to say hello in many different languages, plant a garden, play lots of games, and do a take-action project with a garden theme.



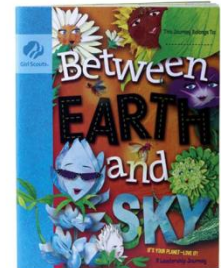
### It's Your Planet: Love It!      Between Earth and Sky

**Theme:** some of the flowers from Daisy Flower Garden go on a road trip across the United States learning about nature along the way.

**Sessions:** 10

**Awards:** The Blue Bucket Award (feelings, conflict resolution), The Firefly Award (skills), The Clover Award (protect a national treasure).

**Synopsis:** the girls start by learning about feelings and travel. What makes them unique and how to live the Girl Scout Law. They learn about seeds, vegetation, origami, diversity, foods and do a take-action project. Several crafts throughout.



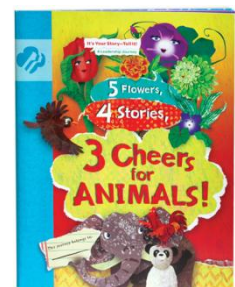
### It's Your Story: Tell It!      5 Flowers, 4 Stories, 3 Cheers for Animals!

**Theme:** Learning to care about animals, themselves, and voice their findings to the community

**Sessions:** 10 plus Final Celebration

**Awards:** The Birdbath Award (care for animals and themselves), The Red Robin Award (tell their story), Tula Award (review their courage and confidence in communicating with others and how they felt.)

**Synopsis:** Girls learn about different animals, how caring for animals links with caring for themselves, make a lot of crafts inspired by nature but showing diversity among individuals, and do a take-action project that educates the community about an animal related issue.



## Brownie Grade Level

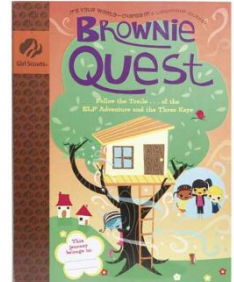
### It's Your World: Change It!      Brownie Quest

**Theme:** 3 school friends meet one another and meet the Brownie Elf while learning about the three keys (Discover, Connect, and Take-Action)

**Sessions:** 7

**Awards:** Discover Key (talents, Girl Scout Law, family values), Connect Key (team, healthy living), Take-Action Key (project), Quest Key (sum it up)

**Synopsis:** There are 2 stories in the girls' book. The ELF Adventure can be done at home where the girls view a problem situation and come up with a solution. The Trail of the Keys is done at meetings. Girls discover their own and their families' talents, connect together to explore diversity and health living, and translate that into a take-action project. The Brownie Elf, who has always been featured through Brownie lore, provides help and connects the girls to the Girl Scout Law.



### It's Your Planet: Love It!      WOW! Wonders of Water

**Theme:** exploring the water cycle and Ways of Working as a team

**Sessions:** 9

**Awards:** LOVE Water (how they use water), SAVE Water (speak up to save water), SHARE Water (reaching out to the community), WOW! (recognizing the efforts they made)

**Synopsis:** the Brownie Elf takes the girls on an exploration of the water cycle. Through it, girls have the opportunity to talk about resources, use them wisely, reach out to the community and celebrate success. This Journey lends itself to badge tie ins. For example: "Green Tea" works with Manners Try-It.



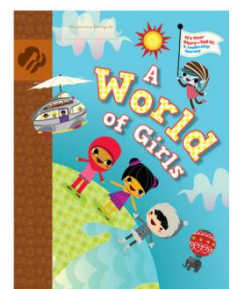
### It's Your Story: Tell It!      A World of Girls

**Theme:** A "flip" book containing fictional stories on one side and real life stories on the other. Clues to creating positive change in the world

**Sessions:** 10

**Awards:** Hear a Story Award (stories hold clues for making the world a better place), Change a Story Award (power to change things for the better), Tell a Story Award (confidence and knowledge to educate and inspire others), Better World for Girls! Award (girls understand they belong to a large and far-reaching world of girls)

**Synopsis:** Girls learn about different parts of the world, playing games and understanding cultural differences. Explore clues and role-play, their self-image and the media. They create a team quilt to share. Lots of field trips and badge tie-ins for this one: library, Thinking Day, scavenger hunt



The Brownie Journeys also have opportunities for Cadettes to gain leadership as they go on their own journey.

## Junior Grade Level

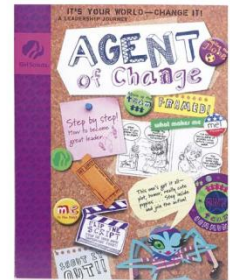
### It's Your World: Change It!      Agent of Change

**Theme:** Fashion Savvy Spider, Dez, teaches the girls about their own power and how to use it to make a difference.

**Sessions:** 7

**Awards:** The Power of One Award (individual skills), The Power of Team Award (connect with their troop), The Power of Community Award (take-action plan)

**Synopsis:** Girls learn that words and actions have power, learn about heroines and values in the Girl Scout Law, identify something they care about and use their team and community power to make a difference. Contains a Graphic Novel (aka comic) for them to read and create using team talents.



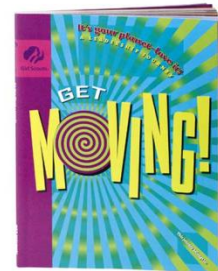
### It's Your Planet: Love It!      Get Moving!

**Theme:** Energy in ourselves and our environment: Conservation

**Sessions:** 11

**Awards:** Energize Award (energy pledge), Investigate Award (energy use in family, school), Innovate Award (take-action project)

**Synopsis:** girls learn where their own energy comes from, take an energy pledge, learn about communication styles, learn interviewing techniques, contact a person of authority and do a take-action project. Crafts include: recycled paper, beads, silhouettes



### It's Your Story: Tell It!      aMUSE

**Theme:** the roles girls play in life and the roles available to them

**Sessions:** 10 plus Final Celebration

**Awards:** Reach Out Award (understand many roles), Speak Out (stop stereotypes), Try Out (try new roles)

**Synopsis:** Girls learn about different roles, stereotypes, how the media contributes to these, story-telling, beauty and healthy living. Games: charades, role-play, dance party Crafts: prop box



## Cadette Grade Level

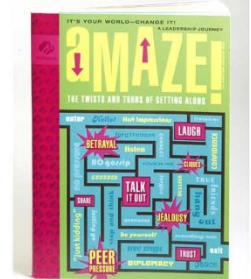
### It's Your World: Change It!      aMAZE

**Theme:** Navigate the twists and turns of relationships

**Sessions:** 8

**Awards:** The Interact Award (interacting in their daily life), The Diplomat Award (skills in dealing with others), The Peacemaker Award (tools to use now and going forward)

**Synopsis:** Girls learn to identify relationship obstacles, understand the influences in their life, talk about first impressions and stereotypes, peer pressure and values, cliques and conflict management. They learn to deal with bullying and setting boundaries, especially with on-line relationships.



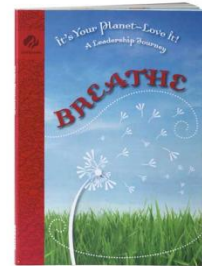
### It's Your Planet: Love It!      Breathe

**Theme:** Use all 5 senses as you clear the air

**Sessions:** 10

**Awards:** Aware Award (become aware of air issues), Alert Award (create an Air Care Team), Affirm Award (commitment to continuing the ACT)

**Synopsis:** Girls learn about air related items such as noise pollution, silent time, aromatherapy, relaxation techniques, air quality, the "flair" each girl possesses, and put a take-action project into effect.



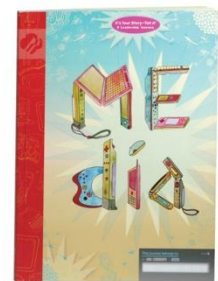
### It's Your Story: Tell It!      MEdia

**Theme:** explores points of view

**Sessions:** 10 plus Final Celebration

**Awards:** Monitor Award (take stock of media and influences), Influence Award (reality in media), and Cultivate Award (a new perspective on media)

**Synopsis:** Girls learn about the media and the influences it has on their lives. How do they define beauty? What stereotypes do they see in real life and in the media? How can they remake media to be more realistic and more responsible? Activities: sound bites, media related field trips. Crafts: view finder, ad campaign



Cadettes can also earn the Leader In Action award for each of the 3 Brownie Journeys.

## Senior Grade Level

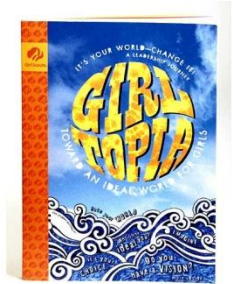
### It's Your World: Change It!      GIRLtopia

**Theme:** Imagine a perfect world and then create it

**Sessions:** 8

**Awards:** The Senior Visionary Award – three steps: Create It (artistic representation of ideal world), Guide It (lead a group activity), Change It (take-action project)

**Synopsis:** Girls learn to define and express their vision for an ideal world, team-building, research skills, community mapping, decision making and create a take-action project to move the world one step closer to the ideal vision.



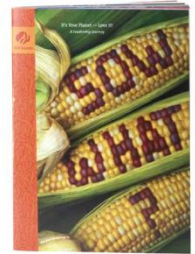
### It's Your Planet: Love It!      Sow What?

**Theme:** Learn about the global food network

**Sessions:** 10

**Awards:** Harvest Award (Identify, Capture, Create change)

**Synopsis:** Girls explore where their food comes from, how their food choices impact the earth, how they can improve their personal and community food network, talk about nourishing relationships, visit local producers, take soil samples, look at the global hunger issue and do a take-action project.



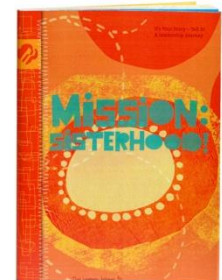
### It's Your Story: Tell It!      Mission: Sisterhood

**Theme:** How widening girls' networks broadens their world and benefits the world as well

**Sessions:** 10

**Awards:** Sisterhood Award (girls understand the power of sisterhood in their own lives and in the world)

**Synopsis:** Girls define sisterhood, being their own best friend, define issues, tally friendship types in media, role-play, communication modes, healthy friendships, beauty, careers, take-action project. Games: texting, body language Craft: team art project, button bracelets



## Ambassador Grade Level

### It's Your World: Change It!

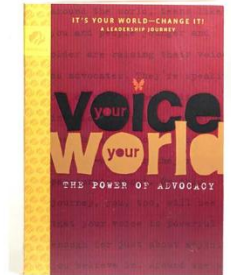
### Your Voice Your World, the Power of Advocacy

**Theme:** Use your voice by developing networking, planning, and communication skills

**Sessions:** 7

**Awards:** The Girl Scout Advocate Award (8 steps to advocacy)

**Synopsis:** Girls explore advocacy, discover community connections and needs, practice public speaking, understand the ripple effect, realistic decision-making, find partners for advocacy, VIPs, and learn to share responsibility, do a take-action project.



### It's Your Planet: Love It!

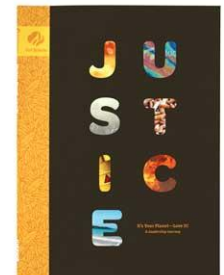
### Justice

**Theme:** How to help justice prevail, through networking and ideas for college and careers

**Sessions:** 11

**Awards:** The Sage Award (exploring justice from many angles)

**Synopsis:** Girls think about what justice means, ranking needs and perspectives, balance justice with self-interest, see big picture of issues, view justice in personal conflicts, lighten their step on the planet, look beyond the hype and get facts, explore complex decision-making and present a vision of justice in a take-action project.



### It's Your Story: Tell It!

### BLISS: Live It! Give It!

**Theme:** Dream big, now and in the future

**Sessions:** 10

**Awards:** Dream Maker Award

**Synopsis:** Girls explore dreams and dreamers, gaining confidence to achieve dreams, tell their wildest dreams, understand diversity, core values, and double standards, have passion and interest to drive toward their dreams, creating a mission statement. Crafts: curtain of dreams, dreams on a wire, mirror sponging, map pendants

