

Journeys

Fast Fundamentals



Overview

Every Girl Scout grade level has different Journeys to choose from that include a service learning Take Action project and all the exploration, discovery, and adventure to power a lifetime of leadership and success! Journeys are a prerequisite for Highest Awards projects.

All Girl Scout Journeys are structured in a 3-step process that we call the 3 Keys to Leadership:

1. Discover- Girls discover their passions and interests through exploring their community and develop new skills through related badge work.
2. Connect- Girls connect their passions and interests to the needs they have identified in their community.
3. Take Action- After identifying the needs of the community, girls will use the skills they have gained to become leaders in their community as they plan and implement a service learning project for a community need.

It's Your World - Change It!

Whether it's planting a garden, painting a mural, or launching a letter-writing campaign, Girl Scouts of all ages experience unique advocacy challenges, complete Take Action projects, and discover what it means to be a leader who makes a difference in the world.



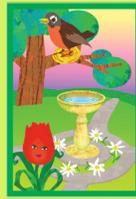
It's Your Planet - Love It!

Girls learn about environmental topics, such as clean water and air, noise pollution, global warming, soil contamination, and agriculture. Each Journey is packed with current environmental information and offers ways to improve life for everyone on the planet through a Take Action project.



It's Your Story - Tell It!

Girls tell their stories through a range of creative approaches. Exploring important themes, such as developing a strong sense of self, navigating healthy relationships, and promoting well-being and confidence in themselves and others, gets girls involved in discussions about thinking critically and ready to complete a Take Action project.



Engineering: Think Like an Engineer

Girls discover how to think like an engineer by participating in hands-on design challenges and completing a Take Action project.



Computer Science: Think like a Programmer

Girls learn how programmers solve problems by participating in computational-thinking activities and completing a Take Action project.



Outdoor STEM: Think Like a Citizen Scientist

Girls make observations and collect data by doing a citizen science project and completing a Take Action project.



Outdoor

Girls get outside to explore and enjoy nature while completing a sustainable Take Action project. Fun activities ranging from backyard camping to high-adventure exploration build essential outdoor skills and inspire girls to become environmental stewards.



Activity 1: Jump into Journeys

1. Turn to page 60 of the Brownie Quest Journey Adult Guide (Connecting as a Team).
2. Explain that this is one of the activities from Brownie Quest, which is done towards earning the “Connect Key” award. To earn the “Connect Key” award, the girls must connect with their Brownie team, with their own families, and with their community. This activity achieves part of the connection with their Brownie team.
3. As a large group, play the ‘Pass the Ball, Please,’ activity from the Brownie Quest Journey.
4. Ask the reflection questions and have a group discussion.
6. Ask them for ideas of how to make this Girl-Led (e.g. the girls could choose the game as the leader guides them toward a game that achieves the Connect learning objectives; OR the girls could lead the reflection discussion instead of the volunteer leading the discussion). The girls could choose to reflect through drawing and presenting pictures rather than group discussion.
7. In closing, stress the importance and necessity of the reflection aspect in order to achieve the learning goals and earn the awards. This is the case for every Journey activity (across age levels).

SAY:

- What are some of the things you did to help each other pass the ball (or hoop)? (Possible answers: Look at each other, help each other, listen to each other.)
- Was that hard or easy? Did you need to trust each other? Why?

After the game, invite the girls back to the Brownie Circle and reflect on their teamwork.

SAY:

- What were some of your challenges?
 - Was that hard or easy? Did you need to trust each other? Why?
 - What did you learn about working together as a team to achieve the same goal?
5. Once you have completed the activity (just as you would with Brownies), ask the volunteers what other games or activities they could substitute that would achieve the same learning objectives (of connecting as a team).

Pass the Ball, Please

Five or more girls try to pass a ball from one end of a line to the other end without using their hands or letting the ball touch the ground.

Materials: A ball (the smaller the ball, the more difficult)

To play:

1. Girls sit on the floor in a line with their legs straight out.
2. The ball is placed between the ankles of the first girl, who, without touching it, passes it to the next girl.
3. If the ball touches the ground, the team must begin again.

After the game, invite the girls back to the Brownie Circle. Coach them to reflect on their teamwork.

Activity 2: Design Process

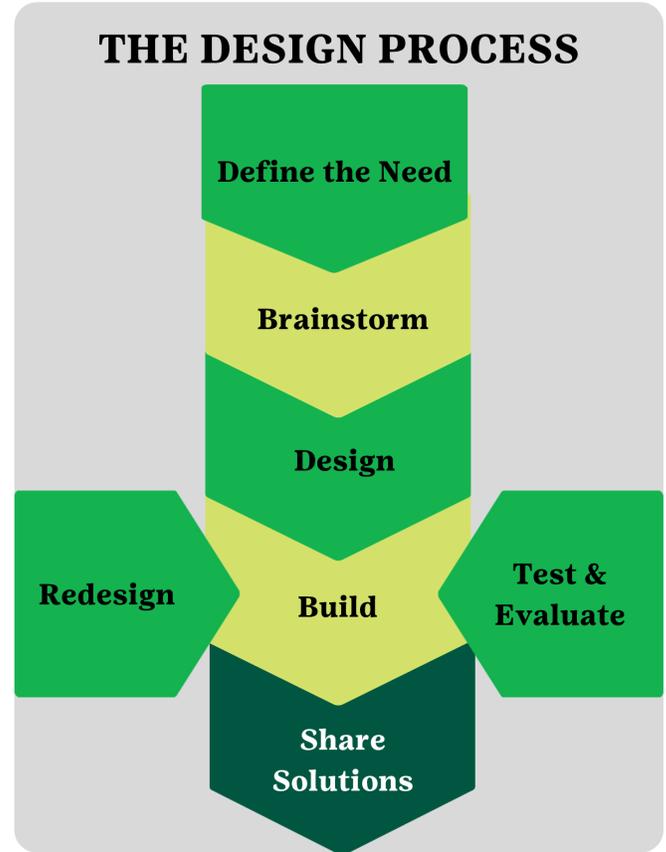
Instructions:

Share the Design Thinking Process poster and remind everyone that the Design Thinking Process is like the steps of Take Action. Break into groups and team up to: Identify a problem in their community, come up with a sustainable solution, develop a plan, put the plan into action, reflect on what they've learned, and share the project with others.

Scenario:

You've been contacted by a local engineering firm. The firm has a client who owns a local summer camp and they would like you to design their new cabins. She would like the cabins to be based upon, or inspired by, shelters created by animals.

1. Brainstorm Solutions and Plan
2. Draw a Prototype
3. What part of your design was inspired by a shelter created by animals?
 - How do the different features of your cabin meet the criteria of the challenge?
 - Why will your design work well during testing?
 - Is the cabin wind resistant?
 - Is the cabin water resistant?
4. Evaluate and Redesign



Pearl of Wisdom

Remember the Journey resources already have the GSLE built right into them; Journeys are fully customizable to fit the needs and interests of the girls and remember to add in a variety of side trips such as earning badges, going on field trips, travel and outdoor excursions, participating in the product program, etc.



Activity 3: Take Action Brainstorm

Each Journey requires you to complete a Take Action project that is related to that specific Journey.

Instructions:

Assign each group a Journey and come up with a Take Action project based on that Journey. Give each group a different age-level and Journey from the list below.

Daisy- It's Your World—Change It!

1. Explore the world of gardening—plant a mini-garden, learn about composting, find out how ladybugs help flowers, take a field trip to a public garden, or talk to a beekeeper.
2. Plan a Take Action project, such as planting vegetables in a community garden or flowers at a nearby hospital.
3. Earn 3 leadership awards: Watering Can Award, Golden Honey Bee Award, and Amazing Daisy Award. If you're a Girl Scout volunteer, go to Volunteer Toolkit for complete meeting plans and activity instructions.

Junior- Outdoor STEM: Think Like a Citizen Scientist!

1. Find out how scientists use the scientific method to investigate the world and make discoveries.
2. Do hands-on activities to learn how to make observations and collect data.
3. Plan a Take Action project that helps others. If you're a Girl Scout volunteer, go to Volunteer Toolkit for complete meeting plans and activity instructions.

Senior- Outdoor

1. Deepen your outdoor skills when you earn your Adventurer, Senior First Aid, and Adventure Camper badges.
2. Plan a Take Action project that helps make your favorite park, beach, or forest a better place for everyone.
3. Earn a Take Action Award. If you're a Girl Scout volunteer, go to Volunteer Toolkit for complete meeting plans and activity instructions.

Brownie- It's Your Planet—Love It!

1. Explore the wonders of water by finding out more about its importance and how it's used around the world.
2. Plan a Take Action project, such as making informative posters, promoting recycling at school, or planting low-water gardens.
3. Earn 4 leadership awards: The LOVE Water Award, the SAVE Water Award, the SHARE Water Award, and the WOW! Award.

Cadette- Engineering: Think Like an Engineer!

1. Find out how engineers use design thinking to solve problems.
2. Do 3 design thinking activities: design and build prototypes of a life vest for a dog, a model camp cabin inspired by nature, and a prosthetic leg for an elephant.
3. Plan a Take Action project that helps others.

Ambassador- It's Your Story—Tell It!

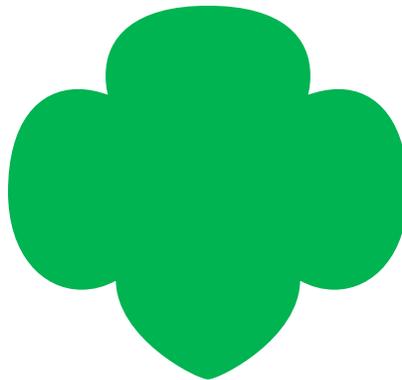
1. Find out how to fulfill your dreams and help others realize their dreams as well—invite an athlete to talk about how she pursued a goal, write songs and create artwork about following dreams, or find and share stories about women who successfully pursued their goals. Plan a Take Action project that helps make your favorite park, beach, or forest a better place for everyone.
2. Plan a Take Action Project that helps someone else follow her dream.
3. Earn the Dream Maker Award. If you're a Girl Scout volunteer, go to Volunteer Toolkit for complete meeting plans and activity instructions.

S'more Info

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| Girl Scouts of Western Ohio - Journeys |  | Girl Scouts of Western Ohio - Events |
|  gswo.org/journeys | |  gswo.org/events |
| Girl Scouts USA - Journeys | Girl Scouts USA - Journeys Catholic Church | Girl Scouts of Western Ohio Blog - Journeys |
|  girlscouts.org > Members> For Girl Scouts> Badges, Journeys, and Awards> Journeys |  girlscouts.org/faith > Catholic Church |  gswoblog.org > Search "Journey" |

Additional Information:

- Journey Presentation at gsLearn
- Volunteer Toolkit



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