

Brownie Grade Level Guidance

Girl Scout Brownies are ready to take on the world, and Girl Scouting lets them do just that! They want to learn new things and show off what they know. They want to explore the world and meet new people. And they want to do something big that makes them feel great! They get to do all these things and more in Girl Scouts: take that first hike in the great outdoors; visit a science museum; band together as a mighty Brownie team to sell cookies—and use some of the money to help others. Life is good when you're a Brownie!



As a Brownie (grades 2-3), she might:

- Expand her circle of friends in a troop
- Have fun learning all kinds of new skills as she earns badges
- Do a project that makes a difference in her community (and beyond) as part of a Girl Scout Leadership Journey
- Gain confidence as she sells cookies
- Explore nature and the outdoors







Developmental Milestones (Grades 2 & 3)

Physical

- Can play and be active for longer periods without getting tired
- Develop sports skills like catching a small ball
- Coordinate movements to do things like follow a dance routine

Cognitive

- Look for the reasons behind things and ask questions for more information
- Understand cause and effect and make more in-depth connections (for example, know that if 6 + 2 = 8, then 8 6 = 2)
- Start planning ahead (for example, create a drawing of something to build or a plan for an experiment)
- Can sit and pay attention to something that interests them for at least 30–45 minutes

Language

- Use words to talk through problems, both socially and academically
- Use writing to express feelings, tell stories, and summarize information
- Understand what they read and begin to move from "learning to read" to "reading to learn"

Social Emotional

- Have moments of extreme insecurity and need a lot of encouragement from adults
- Start seeing things from other points of view and incorporate that into everyday life
- Enjoy being part of a team, group, or club
- Spend more time with and are easily influenced by peers

Girl Scout Foundations

National Program Portfolio

As Girl Scouts progress from Daisy to Ambassador, the awards they earn symbolize new and higher levels of achievement and ultimately a deeper understanding of what it means to be a leader. While she may be exposed to these subjects at school, in other youth programs, or even on her own, at Girl Scouts she'll experience them in a unique way that puts her on a path to a lifetime of leadership, adventure, and success. And because our program is girl-led, girls decide what they'll do, together. Below is a list of all the badges she can earn as a Brownie.

Into to Program Pillars and Journeys

- **Outdoors:** When girls embark on outdoor adventures, they learn to confidently meet challenges while developing a lifelong appreciation of nature.
- Science, technology, engineering, and math (STEM): Whether they're building a robot, developing a video game, or studying the stars, girls become better problem-solvers and critical thinkers through STEM activities.
- **Life skills:** Girls discover they have what it takes to become outspoken community advocates, make smart decisions about their finances, and form strong, healthy relationships. As you help girls plan their activities, give them opportunities to explore and up their game in each of the pillar areas.
- **Entrepreneurship:** By participating in the Girl Scout Cookie Program or fall product program, girls learn the essentials of running their own business and how to think like entrepreneurs.











National Program Badges & Journeys



STEM

Automotive Engineering



Design



Automotive Automotive



Automotive Engineering Manufacturing

Coding For Good



Coding Basics



Digital Game Design



App Development

Cybersecurity



Basics



Cybersecurity Cybersecurity Cybersecurity Safeguards



Investigator



Programming Designing Showcasing Robots



Robotics

Robots



Robots



Math In Nature



Computer

Expert



Digital Leadership



Fling Flyer Design Challenge



Scientist



Leap Bot Design Challenge



Pets

Race Car Design Challenge



Senses



Space Science Adventurer Exploration



Career

Life Skills



Brownie First Aid



Brownie Girl Scout Way



Celebrating Community



Dancer



Democracy for Brownies



Fair Play



Household



Making Friends



Making Games



My Best Self



My Family Story



My Great Day



Painting



Potter



Snacks



National Program Badges & Journeys



Outdoors



Brownie Snow or Climbing Adventure



Brownie Trail Adventure



Bugs



Camper



Friend



Hiker



Letterboxer



Outdoor Adventurer



Art Creator

Entrepreneurship



Budding Entrepreneur



Budget Builder



Cookie Decision Maker



Inventor



My Cookie Customers



My Own Budget

Journey Awards

It's Your World — Change It!

It's Your Planet — Love It!

It's Your Story — Tell It!



Brownie Quest Set



WOW! Wonders of Water Set



A World of Girls Set

Engineering



Think Like an Engineer



Take Action

Computer Science



Think Like a



Take Programmer Action

Outdoor STEM



Think Like Take

a Citizen Action Scientist

Outdoor



Brownie First Aid



Hiker



Cabin Camper



Take Action

Additional Awards



Global Action Award Year 1



Global Action Award Year 2



Thinking Day 2023 Award

Guiding Your Troop

As a Brownie Girl Scout leader you are responsible for showing girls the ways of Girl Scouts. The most important part of Girl Scouts is our three program processes.

- Girl Led: Girls play an active role in decision-making, goal-setting and leading their Girl Scout Leadership Experience
- **Cooperative Learning:** Girls work together toward shared goals and learn from one another in an atmosphere of respect and collaboration that encourages the sharing of skills, knowledge and learning.
- **Learning by Doing:** Also known as experiential learn-by-doing, is a hands-on learning process that engages girls in a cycle of action and reflection that results in deeper understanding of concepts and mastery of practical skills.

How to make things Girl Led with Brownies

Girl Planning Process	Girl Process at Troop	Adult Facilitation in	Adult Facilitation at Troop
	Meeting	Planning	Meeting
Express what activities they would like to include and different ways they can help.	Learn by doing while actively engaged in activities. Should be able to explain what they've learned and enjoyed.	Provide options for girls to choose from only if they cannot think of options themselves.	Assist girls in activities as needed and help girls with activity reflection.

How to plan your troops year using the VTK

The Volunteer Toolkit (VTK) is your official source for delivering easy, fun troop meetings year-round! This fully customizable digital planning tool provides you with Girl Scout program content, award requirements, and other resources, so you can keep your Girl Scout year running smoothly.

My Troop	Explore	YEAR PLAN	MEETING PLAN	RESOURCES
You will see your girls contact information in this tab	Wondering where to get started? You can see all the exciting options in the EXPLORE tab. You'll be able to: ▶ Browse prebuilt tracks of badge and Journey activities ▶ Create your own activity track with your girl(s) ▶ Preview tracks and badge requirements before you add them to your year plan ▶ See an overview of all preselected tracks at the bottom of the page. It's even printable, so you can easily review your options!	From this tab you can: Set meeting dates and locations Add badges, Journeys, and activities to your plan Preview badge and Journey requirements Don't worry! You can always add, remove, or change your plan as you go, one meeting at a time	Make every meeting a success! Here you'll find: ► Suggested badge outlines ► Material lists- supplies you will need ► Printable meeting aids ► A customizable agenda	Where do badges belong on her uniform? Which awards can she earn at the next grade level? If you've got questions, you'll find the answers you need on the RESOURCES tab ► Access the Family Hub ► Use the Badge Explorer to find all the available badges for your girls grade level and the steps she needs to do to complete them.

Troop Safety-Ratios

For Troop Meetings

- The adult-to-girl ratio is two unrelated volunteers, including one female, for up to 20 Girl Scout Brownies
- There should be one extra adult for every additional 1–8 Girl Scout Brownies

For Outings, Activities, Travel and Camping

- The adult-to-girl ratio is two unrelated volunteers, including one female, for up to 12 Girl Scout Brownies
- There should be one extra adult for every additional 1–6 Girl Scout Brownies

Planning Your Troop Meeting Based on Characteristics of Brownies

	In-Person Meeting	Hybrid Meeting Blend of in-person and online	Completely Virtual Meeting
Suggested Meeting Length	75 minutes	60 minutes	45 minutes
Average Attention Span	24 minutes per activity	20 minutes per activity	16 minutes per activity
Parents/caregivers should discuss with their girls what they learned at the troop meetings.		Parents involvement in off -line activities is required. Example: parts of a badge or craft	Parents help girls log into meeting

Tips for Planning

- When planning for a virtual troop meeting, girls are old enough to begin planning ahead. Provide them with brainstorming ideas ahead of time, so they can help build a plan for the meeting.
- Provide a lot of positive feedback during meetings. Girls at this age like to express themselves. A journal may be a good way to summarize their thoughts after each meeting.
- Save complex crafts and engineering activities where assembly is required for in-person meetings.
- If instructions are typed or written, read aloud to the group, but feel free to leave on screen for girls to refer back to.
- In reflection, ask girls to share their feelings and consider how others might feel in a similar situation.
- When making decisions and in reflections, have open conversations about how conclusions have been made, and explore other alternatives.
- This age group likes to work with their peers, involve team work in the planning of activities.





Troop Trips and Travel

Girls love trips. And Girl Scouts is a great place for them to learn how to plan and take trips, because travel is built on a progression of activities—that is, one activity leads to the next. Girl Scout Daisies, for example, can begin with a discovery walk. As girls grow in their travel skills and experience and can better manage the planning process, they progress to longer trips. Here are some examples of the progression of events and trips:

- Short trips to points of interest in the neighborhood (Daisies and older): A walk to the nearby garden or a short ride by car or public transportation to the firehouse or courthouse is a great first step for Daisies.
- **Day trip (Brownies and older):** An all-day visit to a point of historical or natural interest (bringing their own lunch) or a daylong trip to a nearby city (stopping at a restaurant for a meal)—younger girls can select locations and do much of the trip planning, while never being too far from home.
- **Overnight trips (Brownies and older):** One (or possibly two) nights away to a state or national park, historic city, or nearby city for sightseeing, staying in a hotel, motel, or campground. These short trips are just long enough to wet their appetites, but not so long as to generate homesickness.



Travel Progression Checklist for Troop-If your group is thinking about travel, consider first whether the girls are mature enough to handle the trip. In determining a group's readiness for travel, assess the group's:

Ability to be away from their caregivers and their home	 Ability to get along with each other and handle challenges
☐ Ability to adapt to unfamiliar surround-	\square Ability to work well as a team
ings and situations	☐ Skills and interests
Ability to make decisions well and easily	☐ Language skills (where applicable)
☐ Previous cross-cultural experiences	

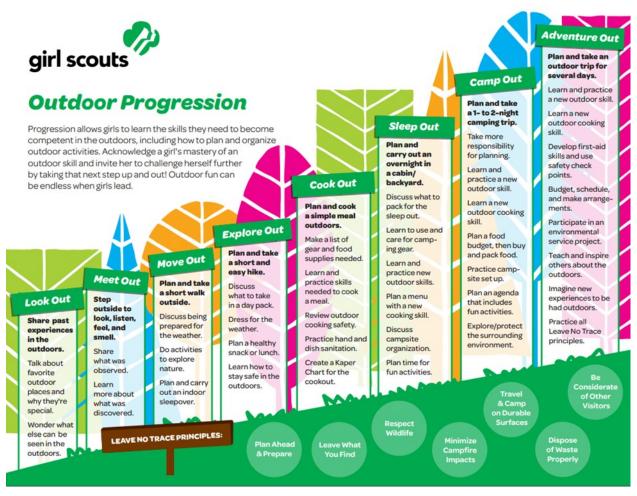
Outdoor

Studies show that girls today are not spending nearly enough time outdoors. Technology and structured activities leave less time for girls to get outside and enjoy nature. But as a Girl Scout, she'll have plenty of opportunities to create her own outdoor adventures and develop a lifelong appreciation for nature and the out-of-doors—whether with her troop, at camp, or with friends and family.

Did you know that Brownies are old enough to:

- Rock climb
- Outdoor cook
- Archery
- Geocach

- Sail
- Family Adventure Day!
- Cabin camp
- Mother/Father camp



Troop Finances

As with other activities, girls progress in their financial and sales abilities as they get older. Below are some examples of the abilities of girls at the brownie age level:

- The group volunteer handles money, keeps financial records, and shares some of the group-budgeting responsibilities.
- Girls discuss the cost of activities (supplies, fees, transportation, rentals, and so on).
- Girls set goals for and participate in council-sponsored product sales.
- Girls may decide to pay dues.

Uniforms

Girl Scouts at each level have one recommended element (tunic, sash or vest) for the display of official pins and awards which should be worn when girls participate in ceremonies or officially represent the Girl Scout Movement. For all girls, the unifying look includes wearing a choice of a tunic, vest or sash for displaying official pins and awards, combined with their own solid white shirts, khaki pants/skirts and a scarf. Girl Scouts at the Daisy and Brownie levels will continue to have a full uniform ensemble available.

Girl Scout Brownie Vest





Girl Scout Brownie Sash







