








# Daisy Journey Overview

Title	Badge	Description <small>*All Journeys require a Take Action Project related to the Topic*</small>	Community Resources
<b>It's Your Story— Tell It: 5 Flowers, 4 Stories, 3 Cheers for Animals!</b>		Find out what animals need and how to care for them; go on nature walks to observe animals; visit a farm, zoo, or animal shelter; or create an animal sculpture.	<ul style="list-style-type: none"> <li>• Animal Shelter/Animal Agency</li> <li>• Nature Walk/Farm</li> <li>• Equine Facility</li> <li>• Veterinarian</li> <li>• Art Museum</li> <li>• Library</li> <li>• Zoo</li> </ul>
<b>It's Your Planet— Love It: Between Earth and Sky</b>		Explore nature and learn how to keep the earth healthy—visit a park or farm, talk to a scientist, or make origami butterflies to celebrate nature.	<ul style="list-style-type: none"> <li>• Road Side Vegetable Shop</li> <li>• Botanical Garden</li> <li>• Farm/Dairy Farm</li> <li>• Farmer's Market</li> <li>• Apple Orchard</li> <li>• Conservatory</li> <li>• Flower Shop</li> <li>• State Park</li> <li>• Beach</li> </ul>
<b>It's Your World— Change It: Welcome to the Daisy Flower Garden</b>		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.	<ul style="list-style-type: none"> <li>• Community Garden</li> <li>• Botanical Garden</li> <li>• Garden Store</li> <li>• Flower Shop</li> <li>• Bee Keeper</li> <li>• Naturalist</li> </ul>
<b>Outdoor</b>		Explore the wonders of camping and learn how to make art outdoors. Earn the Buddy Camper and Outdoor Art Maker Badges.	<ul style="list-style-type: none"> <li>• Park/Campground</li> <li>• Wildlife Sanctuary</li> <li>• Girl Scout Camp</li> <li>• Park Ranger</li> </ul>
<b>Think Like a Citizen Scientist</b>		Find out how Scientists use the scientific method to investigate the world and make discoveries. Do hands-on activities to learn how to make observations and collect data.	<ul style="list-style-type: none"> <li>• City Council Member</li> <li>• University/College</li> <li>• Science Teacher</li> <li>• Science Center</li> <li>• SciStarter</li> </ul>
<b>Think Like a Programmer</b>		Find out how programmers use computational thinking to solve problems. Do three computational thinking activities: Building a Foundation, Happy Maps, and Plant a Seed.	<ul style="list-style-type: none"> <li>• Programming Website for Kids</li> <li>• Technology Organization</li> <li>• IT Specialist</li> <li>• Library</li> </ul>
<b>Think Like an Engineer</b>		Find out how engineers use design thinking to solve problems. Do three hands-on design challenges: design and build a fairy house, a car powered by air, and a way to get across a canyon.	<ul style="list-style-type: none"> <li>• Engineering Website for Kids</li> <li>• Engineering Company</li> <li>• Science Museum</li> <li>• First Lego League</li> <li>• Science Center</li> </ul>

