

JOURNEYS

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.



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 1: Scenarios

Instructions:

Break up into three different groups and give each group one of the following topics. Have each group discuss the questions below.

1. Service Unit hosting a Journey Jumpstart
2. Journey overnight for your troop
3. Complete Journey with the regularly scheduled troop meetings over a 6-week period

Answer the following questions for each scenario:

1. How are you making Journey planning girl-led?
2. What does the schedule look like based on your scenario?
3. Are there certain Journeys that work better with the scenario you have been given and why?
4. What does your Take Action look like for each of these?

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?
 - A. How do the different features of your cabin meet the criteria of the challenge?
 - B. Why will your design work well during testing?
 - C. Is the cabin wind resistant?
 - D. Is the cabin water resistant?
4. Evaluate and Redesign



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.

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.

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.

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.

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.

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.
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:

- [gswoweb.org>Girls and Families>Our Program>Journeys>Age Specific Journey Overviews](https://gswoweb.org/Girls-and-Families/Our-Program/Journeys/Age-Specific-Journey-Overviews)
- Journey Presentation on gslearn
- Girl Guides
- VTK
- Journey Jumpstarts: [gswoweb.org>activities>activities list>search journey jumpstart](https://gswoweb.org/activities/activities-list/search-journey-jumpstart)
- [girlscouts.org>program>journeys](https://girlscouts.org/program/journeys)
- [gswoblog.org >journeys](https://gswoblog.org/journeys)

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