



Girl Scouts

It's Your World-Change It!

Leadership Experience Quick Reference Sheet

It's YOUR WORLD... CHANGE It!



Welcome to the Flower Daisy Garden

In this journey for kindergarteners and first-graders, a favorite pastime – gardening – meets the Girl Scout Law. The result is a storybook world of flowers and little girls who, together do great things. Girl Scout Daisies will especially enjoy meeting the colorful, global characters who teach them to live the Girl Scout Law.



Brownie Quest: Follow the Trails...of the ELF Adventure and the Three Keys

What are the most important keys for a Girl Scout to own? This quest, which has a second-and third-graders traveling along two colorful trails-one they can enjoy on their own and one they explore with their Girl Scout group-answers that question in a very special way. On this quest, Girl Scout Brownies will meet three new friends and a bright and shining Elf-in a brand new Brownie story meant to inspire their own Take Action projects.



Agent of Change

This powerful journey is filled with ceremonies and circles, real -life heroines, and special new characters, including the fashion-savvy spider named Dez. Along the way, girls learn how their own power combines into team power and then moves out to become community power (kind of like how Dez weaves her web from the inside out). The journey's centerpiece is a comic story of girl heroines who will inspire the real-life Girl Scout Juniors as they take action to improve their own community.



aMAZE: The Twists and Turns of Getting Along

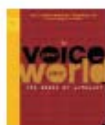
Life is maze of relationships, and this journey has Girl Scout Cadettes maneuvering through all its twists and turns to find true friendships, plenty of confidence, and even peace. The adult guide offers tips for talking about relationship issues with girls, and pointers for understanding Girl Scout Cadettes' development and creating a safe, welcoming space.

GIRLtopia:

Toward an Ideal World for Girls



Girl Scout Seniors know the world is not ideal. This journey is their chance to imagine a perfect world – for girls. They're invited to create their vision as an art project – in any medium of their choice. Then they'll take action to make their vision a reality. Leaders, after all, are visionaries!



Your Voice, Your World: Power of Advocacy

This journey gives Girl Scout Ambassadors a way to be that someone – an advocate with the power to start the first flutter of real and lasting change. While creating their won "butterfly" effect," they'll gain an array of skills – such as networking, planning, and learning to speak up for what they believe – that will benefit them as they prepare for life beyond high school.

Hear what Teresa says!

Teresa Woods Girl Scout Troop Leader

Since first reading about the new journeys, I have been intrigued by what they're all about and how they're going to impact our troop's focus.

In the past, most of our troop meetings were spent working on Try-Its. This was fun and the girls did learn through the activities, but in the back of my mind I was always questioning how this tied into leadership skills. (At the Brownie Girl Scout level, a "leader" was the girl who led the flag ceremony or chose the songs.) And the concept of "girl-led" meetings was somewhat confusing, because there wasn't much specific information about how to teach the required skills. However, when I picked up my copy of *Agent of Change* (Junior level), I began to see a new side of Girl Scouts. By the time I had read through the entire leaders' manual and girls' handbook, I was singing with joy!

To me, this particular journey is all about making the world a better place through the empowerment of our young women. So far, our troop has discovered that power is neither good nor bad – it just is. We can use it to influence others in a positive way or we can contribute to the opposite. Bottom line – we have a choice!

The materials themselves are very well written and developmentally appropriate, the activities are fun and easy to prepare for, and there's great background information in the leader manual. As a busy mom, I don't have a lot of time to plan or prep, so the "lesson plans" are a great resource and a fabulous starting point. They can stand alone or I have the option of adding to them.

I'm please to report that, over the course of the coming year, the girls in our Girl Scout Junior troop will be taking more responsibility in the running of meetings. And with each success and "aha!" moment, I envision myself moving further into the roles of resource and mentor. This is the strength that lies within the new journey materials, a strength that was missing before.

—Teresa Woods, Girl Scout Troop Leader



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D

Between Earth and Sky



The flower friends take a cross-country road trip that invites Daisies to explore what sprouts up across the country as they learn how to protect what needs protecting! As Lupe and her flower friends zip along in Lupe's petal-powered car, the Daisies witness some wonders and woes of nature, and are on their way to earning their Clover (use resources wisely!), Blue Bucket, and Firefly awards.

C

Breathe!

Cadettes engage all five senses as they clear the air—their own and Earth's. While measuring air quality and acting to improve it, girls also find their flair, think about "Hair," and perhaps try an éclair. From cigarette smoking to deforestation, they get an aerial view of many issues! As girls become more Aware, they Alert others, and then Affirm their impact as they add these three uplifting awards to their collection.



B

WOW!

The Brownie friends explore the Wonders of Water and Ways of Working as a team. Brownie ELF is back for the Very Wet Elf Adventure. In real life, the Brownies might just hold their own "Green" Tea for the Blue Planet as they earn their Love, Save, Share, and Wow awards.



S

Sow What?

Girls investigate the food network. (No, not cable—the real one that gets each piece of food to the table.) As they ponder the 'dirt' on land use around the world (corn's a big issue!), girls think about who and what they can cultivate en route to earning the Harvest Award.



J

Get Moving!

Girls explore the energy inside them, the energy used in their places and spaces, and the energy of getting themselves from here to there. A new comic story, "¡Vamos Ya!" will inspire the action (walking school bus, anyone?) and Dez, the fashionista spider, is back with some wit as she tries to figure out life "off the grid." Along the way, Juniors can earn Energize, Investigate, and Innovate awards!



A

Justice

Through the ages and across the world, people have yearned for justice. And yet justice—for Earth and all its inhabitants—continues to elude us. As Ambassadors do the math and create their own unique equation for justice, they will find that they are also networking and gathering ideas for college and careers. Ultimately, they can add the Sage Award to their list of accomplishments.

