

girl scouts  
nation's capital  
**Journey  
Planner**



IT'S YOUR WORLD—CHANGE IT! A LEADERSHIP JOURNEY

# Brownie Quest

Follow the Trails . . . of the  
ELF Adventure and the Three Keys

**Brownie**  
GRADES  
**2-3**





## Brownie Quest Journey Planner for Leaders

The following booklet is a guide to help troops complete a Journey while still participating in traditional Girl Scout events and earning badges. These activities are categorized by:

**Traditions**—Combine Girl Scout traditions throughout the year with Journey activities.

**Earn It!**—Earn the Journey awards by completing these activities.

**Badge Connections**—These badges complement the theme and lessons of the Journey.

**Enrichment**—These particular activities add value to the experience.

This information is divided into seasons to help you plan out your year. Read through the entire booklet before you mark your calendars. Some activities may take longer than one meeting, and some activities are to be done outside of the troop meeting. Check with your girls as you get ready for each activity to see if they have already done something similar in school. If they have, encourage them to reflect on it with the troop, count it towards their requirements, and move on to the next part of the Journey.

The best tools for girls and adults on their Journey adventure are *How to Guide Girl Scout Brownies On Brownie Quest\** (referred to as the adult guide) and *It's Your World—Change It! A Leadership Journey Brownie Quest\** (referred to as the Journey book). The adult guide has prompts to help leaders guide their troop, and the Journey book has stories, activities, and space for girls to add their reflections as they progress along the Journey.

*On this Journey, girls will learn about the qualities a leader needs in order to make the world a better place.*

To complete the *Brownie Quest Journey*, girls must earn four awards: Discover Key; Connect Key; Take Action Key; Brownie Quest Award. The Discover Key and Connect Key Awards prepare girls for their Take Action Project, which leads to the Take Action Key and ultimately the Brownie Quest Award. The requirements for each key can be found on pp. 8-9 in

the adult guide. Girls can record their progress using the Award Tracker found on pp. 52, 65, and 70 in the Journey book.

To complete the *Brownie Quest Journey*, girls must earn four awards: Discover Key; Connect Key; Take Action Key; Brownie Quest Award. The Discover Key and Connect Key Awards prepare girls for their Take Action Project, which leads to the Take Action Key and ultimately the Brownie Quest Award. The requirements for each key can be found on pp. 8-9 in

In this booklet, you will find the requirements for each award on the following pages:

**The Discover Key—p. 3**

**The Connect Key—p. 4-5**

**The Take Action Key—p. 5**

**The Brownie Quest Award—p. 6**

Be sure to attend your monthly service unit meetings. These meetings are an opportunity to learn how other troops use the Journeys. Consider celebrating Girl Scout traditions together as a service unit.

\*Girl Scouts of the USA on an ongoing basis reviews the content of the Journey books. Please check the GSUSA Program Section online (<http://www.girlscouts.org/program/journeys/>) and select the Journey series to see if there are any updates. Corrections or changes will be noted in the "Resource Box" located on the right side of the page. Please note that the majority of Journey books have no corrections.

**Have  
a wonderful  
Journey!**

## Introducing the Journey's Theme

**On this Journey**, girls will discover their own special qualities and values, and apply them as they work as a team to effect change in their community. To start this Journey, refer to p. 43 in the adult guide.

### Discovering Our Special Talents and Qualities *Earn It!*

This activity encourages girls to discover their special talents or qualities, and share them with their Brownie friends. Directions can be found on p. 46 in the adult guide. Girls can use the activity "Discovering Me" found on p. 49 in the Journey book to help them get started. Girls must do this activity to earn the **Discover Key**.



### The Search to Discover the Values of the Girl Scout Law

#### *Earn It!*

For this activity, girls will go on a search for the Girl Scout Law. Directions can be found on pp. 47-49 in the adult guide. Girls can use the worksheet "Discovering Values" found on p. 50 of the Journey book to help them understand the value and importance of the Girl Scout Law. Girls must do this activity to earn the **Discover Key**.

### Investiture or Rededication Ceremony *Tradition*

Usually held in October or November, this ceremony is a time to welcome new members, girls or adults, into the Girl Scout family for the first time, and to allow current members to renew their commitment to the Girl Scout Promise and Law. New members receive their Girl Scout pin at this time.

During this ceremony, girls can highlight their special talents or qualities and show how they are connected to the Girl Scout Law. Girls could use the links they found in the activity "The Search to Discover the Values of the Girl Scout Law" from pp. 47-49 in the adult guide and take turns reading a line from the Law. As they read their line, they can name a fellow Girl Scout who portrays that value through their special talents or qualities.

Attend a service unit meeting and talk with other leaders about how they did an investiture or rededication ceremony. Consider planning a service unit-wide ceremony. Read p. 26-29 in the adult guide to learn more about Girl Scout traditions and ceremonies.

### Make a Family Star

#### *Earn It!*

This activity encourages girls to discover the special talents of their family members. Directions can be found on pp. 52-55 in the adult guide. Girls must do this activity to earn the **Discover Key**.

### Pinwheels for Peace

#### *Enrichment*

International Peace Day is September 21. People all around the world express their desire for peace by "planting" pinwheels outside public places such as libraries and schools. Girls can make their own pinwheels to express their feelings about what is going on in the world and in their lives. As girls "plant" their pinwheels encourage them to think about how they can use their special talents and qualities to make the world a better place.

### Fall Product Sale Program

#### *Tradition*

The Fall Product Sale program is a Council-sponsored program that combines educational activities with money-earning opportunities for troops. The Fall Product Sale program is directed toward family and friends and enables troops to earn startup money by selling magazine subscriptions, nuts, and candy. The program runs from mid-September to mid-October.

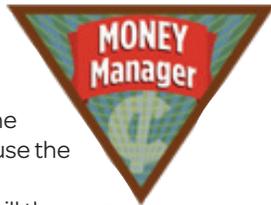
# Fall

## Money Manager

### Badge Connection

To earn this badge, girls will develop the skills needed to create a budget and practice spending wisely. Girls will distinguish between items they want versus items they need. As girls participate in the Fall Product Sale program, they will decide how to budget the money they earn. Will they use the money towards their

**Take Action Project?** Or will they use it for an activity that helps them earn one of the awards? By having the girls create a budget, they are taking ownership of their Journey.



## My Family Story Badge Connection

Often, our families help influence who we become and they help us develop our special talents and qualities. Girls can earn this badge by learning about where their family comes from and traditions they have passed down. As girls get to know their relatives, they can learn about family heirlooms and secret family recipes. Girls can create a family tree and try their hand at making a favorite family recipe.



## Encampment or Fall Camping Trip

### Tradition/Earn-It!



Wrap up the fall with a troop camping trip or an encampment with other troops in your service unit. Check with your fellow leaders or service unit manager to see if an encampment is planned in your area. If not,

consider teaming up with other troops to plan one. Camping trips are a great opportunity to work on Journeys and badges.

Consider working on the **Connect Key** outdoors. To help you plan for the weekend use pp. 60-61 and 68-69 in the adult guide. Girls will learn how to work as a team and how to use their special talents and qualities to make the team work efficiently.



## Founder's Day

### Tradition (October 31) **Juliette Gordon Low's Birthday**

The founder of Girl Scouts, Juliette Gordon Low, was born on October 31. Troops often choose to celebrate

her birthday. Read one of the many stories about Juliette Gordon Low in the *Brownie Girl's Guide to Girl Scouting* on pp. 10-12, or visit [www.girlscouts.org/who\\_we\\_are/history/](http://www.girlscouts.org/who_we_are/history/) for a more in-depth look at Low's life and her special talents.

Family was very important to Juliette and it was her family who helped shape the woman she became. Prior to celebrating Founder's Day, girls can work on the My Family Story badge and share their findings during the troop's celebration. If your troop does not have time to make this a standalone event, you could do this during your troop meeting closest to the birthday. Consider having a celebration with other troops in your service unit.

## Caring for Community Earn It!

Once girls have agreed how to work as a team, have them read p. 64 in the Journey book. It is a true story about a group of kids and how they became leaders in their community. Girls will be asked to think about their own neighborhoods and if there is anything that needs to be fixed to make their community a healthier place to live. If there is a problem, have girls write a letter stating the issue to be fixed. The letter should also include possible solutions and the desire on behalf of the girls to be part of the solution. Girls must do this activity to earn the **Connect Key**.



## Hiker Badge Connection

To earn this badge, girls can decide where to go for a hike, what gear to take with them, and how to prepare a healthy, energizing snack. The reason for your hike could be a scavenger hunt or a quiet reflection of the world around you. Whatever the reason, girls can discuss the special talents and qualities a hiker needs to have fun and be safe.



# Winter

## Cookie Program *Tradition*

The Cookie program takes off in the winter and is a wonderful opportunity for girls to make their Journey efforts public. Not only does good customer service mean girls are interacting with new people, it also means that girls develop their leadership skills by learning about their products and making decisions about customizing their sale. Cookie booth sales can be a time for girls to share how they will use cookie proceeds to support their Journey **Take Action Project**.

See if there is a *Cookie College* or *Cookie Rally* event happening in your area. These events are a fun way to get together with other troops in the community to practice sales scenarios and build excitement and confidence.

## Meet My Customers

### *Badge Connection*

To earn this badge, girls identify potential customers and role-play selling products to them. Girls also practice handling money and brainstorming ways to say thank you to the customers. Girls can also practice informing their customers about their **Take Action Project**.



## World Thinking Day

### *Tradition* (February 22)

Consider teaming up with your service unit to celebrate World Thinking Day together. Girls can look up the countries where their ancestors were from and see what Girl Scouts or Girl Guides are like in that country. Help your troop learn about the experiences of Girl Guides in one of those countries—what are they called? How do they say the Promise and Law? Consider offering some of the healthy snacks found throughout the adult guide.



# Celebrate

## DC Step Showcase

### *Tradition*

Tell your story through the art form of step. Though the DC Step Showcase is usually held in the late winter or early spring, be sure to sign up and start practicing early. If you would like to learn more about the style of step and get some ideas for routines, check out videos from past years' shows on the Girl Scouts Nation's Capital YouTube channel at <https://www.youtube.com/user/GSCNC>.

## Prepare to Connect at Home

### *Earn It!*

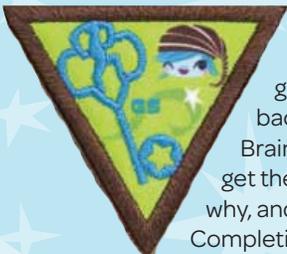
This activity prepares girls to care for their families by leading a healthy living project at home. Directions for this activity can be found on pp. 62-63 in the adult guide. The majority of this activity is done outside of the troop meeting. This activity helps them earn the **Connect Key**.



## Choosing a Take Action Project

### *Earn It!*

At this time, girls need to start thinking about their **Take Action Project**. Use pp. 75-80 and 85 in the adult guide to help guide the girls as they decide how to give back to their community. Use the Brownie Brainstorm Chart on p. 77 in the adult guide to get them thinking about who, what, when, where, why, and how they will complete their project. Completion of the **Take Action Project** leads to the **Take Action Key**.

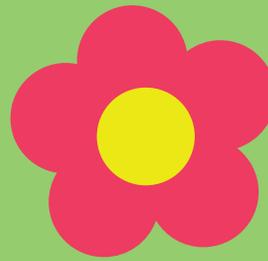


## Dancer *Badge Connection*

Girls can earn this badge by entering the DC Step Showcase. The activities for this badge will allow girls to explore different kinds of dance moves which they can use to choreograph their own performance for the competition. Ask girls to think about their talents as a dancer and how they contribute to a team performance.



# Spring



## Healthy Habits and the Journey

### Enrichment

Girls have been working hard over the winter so now is the time to spring into some fun and healthy living.

There are many ways to introduce healthy living into your troop meetings and Journey. Providing healthy snacks and playing active games with the girls is already part of *Brownie Quest*. See the adult guide for ideas.

## Make a Family Fun Jar

### Enrichment

Girls and their family members will come up with fun active things to do together. Directions for this activity can be found on p. 59 in the Journey book. This activity teaches girls how to care about their family and encourages them to participate in healthy activities.



## Bridging Tradition/Earn It!

As your year comes to an end, it is time to celebrate all of your troop's accomplishments. By combining a bridging ceremony with a Journey award ceremony, girls will be able to share with friends and family members the hard work they have done throughout the year. Check with your service unit team to see if other troops would be interested in having a joint awards ceremony.



A bridging ceremony celebrates the transition from one level in Girl Scouts to the next. Requirements for the Bridge to Girl Scout Junior award can be found in the *Brownie Girl's Guide to Girl Scouting* on pp. 40-41.

If you have not already shared your **Take Action Project** consider incorporating it into the bridging ceremony. Girls can also earn the last award, **Brownie Quest Award**, by creating a visual prop that conveys the importance of the keys earned. Ideas for visual props can be found on pp. 89-90 in the adult guide. The display should reflect how the three keys unlock the leadership skills they possess.

Take pictures of your celebration. You can submit your photos and a short description to our Public Relations department at [www.gscnc.org.picturesearch.html](http://www.gscnc.org.picturesearch.html), or post on [www.facebook.com/GSCNC](http://www.facebook.com/GSCNC).



## Girl Scout Day at the National Air and Space Museum Tradition

This program is usually held in March, and has an emphasis on STEM (science, technology, engineering, and mathematics). There are many women role models who present and host activity booths. This event can be a great opportunity to hear the story of other women's quests as they set out to change the world.

## Girl Scout Week Tradition (March 12)

Girl Scout Week is celebrated each March, starting with Girl Scout Sunday and ending with Girl Scout Sabbath on Saturday. The week always includes the Girl Scout Birthday, March 12. Girl Scout Sunday and Girl Scout Sabbath give girls an opportunity to attend their place of worship and be recognized as Girl Scouts. Girls can host an informational table and talk about Girl Scouts and their Journey. Girls can earn the My Promise, My Faith pin by completing the steps listed on p. 37 in the *Brownie Girl's Guide to Girl Scouting*. Other religious recognitions can be earned through faith-based programs. Visit [http://www.praypub.org/partner\\_gsusa.htm](http://www.praypub.org/partner_gsusa.htm) for a list of programs that correspond with each girls' faith.





# Summer

## My Best Self

### Badge Connection

To earn this badge, girls discover how to have healthy attitudes and how to have positive views of their bodies. Girls find fun and energetic exercises that keep them healthy. Girls can also make the healthy snacks found on pp. 56-57 in the Journey book.

## Sleep-Away Camps and Day Camps Tradition

Our Council offers many opportunities for girls to attend sleep-away camp and day camps. Camp registration usually opens in January so let your troop parents know about the option early. While at camp, girls can earn badges, learn songs and games, and discover new stories to tell. Find out what girls did at camp to see how they grew as leaders, and compare their completed camp activities with those in the Journey. Have them talk about their experiences at your first troop meeting in the fall.

Getting girls together over the summer can be tricky. But if you are able to meet consider working on a badge and other activities from the Journey.

## Fun with Haiku Enrichment

Girls can write haikus about their Journey, nature, or something that they do every day like making the bed. Directions for this activity can be found on pp. 28-29 of the Journey book. This activity will teach them how to explore the world around them and some of the basics of poetry.



## Computer Expert Badge Connection

To earn this badge, girls can do activities that introduce them to computer programs and how to use them. Once girls are familiar with the many things they can do on a computer, they can challenge themselves by making a presentation of their **Take Action Project**. The presentation can be used to inspire other girls in their **Take Action Projects**, and is also a great keepsake of an awesome Journey.



# IT'S YOUR TURN!



## Home Scientist

### Badge Connection

To earn this badge, girls will complete several activities and observe how science is used.

As girls are completing the activities, they can discuss the special talents needed by scientist and compare those qualities to their own special talents.



# Community Journey Resources for *Brownie Quest*



## Smithsonian National Portrait Gallery

<http://www.npg.si.edu/>

Visit the National Portrait Gallery to learn about women leaders in history. A famous leader your troop already knows has her portrait in the gallery—Juliette Gordon Low!

## DC United

<http://www.dcunited.com/>

Go to a DC United soccer game. Talk about the game afterwards and discuss how each member contributed to the success of the team.

## Smithsonian National Air and Space Museum

<http://airandspace.si.edu/>

Learn about the many women who have shaped the field of aviation and space travel. Girl Scouts Nation's Capital usually participates in a Girl Scout Day at the museum.

**Girl Scouts Nation's Capital has many outdoor and sports program partners where girls can practice their teamwork skills and work toward their Discover Key and Connect Key:**

- **River and Trail Outfitters\*** <http://www.rivertrail.com/about-rivertrail.php>
- **Calleva\*** <http://www.calleva.org/>
- **Terrapin Adventures\*** <http://www.terrapinadventures.com/>
- **EDGE Ropes Course\*** <http://www.edgeatmason.com/>

**The Girl Scouts Nation's Capital has many theater and dance program partners where girls can see the teamwork of a cast performed live:**

- **Arena Stage** <http://www.arenastage.org/>
- **BalletNova** <http://www.balletnova.org/>
- **Classical Ballet Theatre** <http://www.cbtnva.org/>
- **Encore Theatrical Arts Project (ETAP)** <http://www.ensemble-tap.org/>
- **Fairfax Ballet** <http://www.fairfaxballet.com/>
- **Imagination Stage** <http://www.imaginationstage.org/>
- **Maryland Youth Ballet** <http://www.marylandyouthballet.org/>
- **Medieval Times** <http://www.medievaltimes.com/>
- **Metropolitan Ballet Theatre & Academy** <http://www.mbttdance.org/>
- **Verizon Center** <http://verizoncenter.monumentalnetwork.com/>

\* When preparing for a Girl Scout activity, always begin with the Safety Activity Checkpoints to determine if the activity is appropriate for your level of girls.

This resource was created by  
Girl Scouts Nation's Capital  
[www.gscnc.org](http://www.gscnc.org) | 1-800-523-7898