



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

It's Your
Story—Tell It!
A Leadership
Journey

**W A
W O R L D
o f
G i r l s**

Brownie
GRADES
2-3





A World of Girls 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.

On this Journey, girls use stories to learn about the lives of girls all over the world as well as the girls in their own world.

The best tools for girls and adults on their Journey adventure are *How to Guide Girl Scout Brownies Through A World of Girls** (referred to as the adult guide) and *It's Your Story—Tell It! A Leadership Journey A World of Girls** (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.

To complete the *A World of Girls Journey*, girls must earn four awards: Hear a Story; Change a Story; Tell a Story; Better World for Girls!. The Hear a Story and Change a Story Awards prepare girls for their Take Action Project, which leads to the Tell a Story and Better World for Girls! Award. The requirements for each award can be found on p. 12 in the adult guide. Girls can record their progress using the Award Tracker found on pp. 38-40 in the Journey book.

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

Hear a Story Award—p. 3

Change a Story Award—p. 4

Tell a Story Award—p. 6

Better World for Girls! 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.

**Have
a wonderful
Journey!**

*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.

Fall

It's Your Story  Tell it!

Introducing the Journey's Theme

On this Journey, girls use stories to learn about the lives of girls all over the world as well as the girls in their own world. Through these stories girls will look for clues that can help them make a change so the world is a better place for all. To start this Journey, refer to p. 29 in the adult guide. This is a good time to learn/review the Girl Scout Law. Focus on "make the world a better place" and "be a sister to every Girl Scout" as this will be the base of the **Take Action Project**.

Flying into Shali's Desert Home

Earn It!



This is the first of three activities that must be completed to earn the **Hear a Story Award**. Directions for this activity can be found on p. 33 in the adult guide. Girls will read their first story either on their own or as a troop. Use the questions on p. 33 to help guide a discussion of what was read.

Shali's Story: Finding Clues for Change

Earn It!

This is the second activity that must be completed to earn the **Hear a Story Award**. Directions for this activity can be found on pp. 40-41 in the adult guide. Girls will begin to look for clues in the story to identify ways they can change something for the better. Use the questions on pp. 40-41 to help guide the discussion.

More Story Clues All Around Earn It!

This is the final activity that must be completed to earn the **Hear a Story Award**. Directions for this activity can be found on pp. 42-43 in the adult guide. Girls will choose a story, read it, and fill out the worksheet "Hear a Story, Find a Clue" found on p. 44 in the adult guide. If a girl is not comfortable reading on her own, pair her up with a stronger reader.

Philanthropist Badge Connection

Girls can earn this badge by discovering things that people in their community would like to change for the better. As girls meet their customers during the Fall Product Sale program, they can share the story of their Journey and how they are looking for clues to help make changes for the better.

The activities for this badge can guide girls in helping others.



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 incorporate what they have learned through stories about girls around the world. Girls can emphasize "make the world a better place" and "be a sister to every Girl Scout" from the Girl Scout Law. They can give examples of how they will follow the Girl Scout Law based on what they have learned so far. Girls could even read a story during the ceremony and point out a change that could be made for the better.

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. 24 in the adult guide to learn more about Girl Scout traditions and ceremonies.

Fall Product Sale Program Tradition

The Fall Product Sale program is a Council-wide 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



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. Ask girls to look for the clues in her stories that point to ways that Juliette Low made the world better for girls. Perhaps one of the stories about Juliette's service will inspire your troop's **Take Action Project**.

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.



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 **Change a Story Award** outdoors. The activities for this award will lead girls to decide on a **Take Action Project**. Your campout can be a great place to begin planning your **Take Action Project**.

Make the theme of your camping trip "Changing a Story." To help you plan for the weekend use pp. 49, 59, 64-68 in the adult guide. Girls will read the next story, "Dancing with Chosita," to find clues on how to share and be a giving person. Girls will choose a **Take Action Project** in which they share and give back to their community.

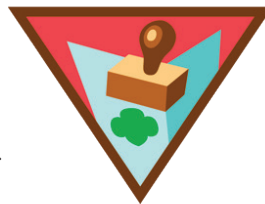


Letterboxer

Badge Connection

Girls have been searching for clues in stories, and now it is time for them to leave the clues.

Girls can earn this badge by making a letterbox and hiding it in their community. Girls will learn how to write clues so others can find their letterboxes. The contents of the letterbox could be a challenge to others to read a story, find a clue in the story where a change could be made, and make that change either in their life or the lives of others.



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 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's 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.

DC Step Showcase

Tradition

Tell your story through the art form of step. Your troop could choreograph a show reflecting how stories can be used to change things for the better. Girls can use the story "Dancing with Chosita" as inspiration to create a performance. The story can be found on pp. 18-26 in the Journey book. 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>.



Give Back Badge Connection

To earn this badge, girls can find out about businesses in their community that give back. As girls meet their customers during the Cookie program, they can tell them about their **Take Action Project**, or another Girl Scout related activity, and how the money they earn will go towards giving back to the community.



World Thinking Day

Tradition (February 22)

Team up with your service unit to celebrate World Thinking Day together. Your troop could select Jordan, Thailand, or Canada as a country to highlight.

The girls have been reading stories about girls from these countries. Help your troop learn about the experiences of Girl Guides in one of these countries—what are they called? How do they say the Promise and Law? Choose an activity from

A World of Girls to recreate with others who stop by your booth and consider offering some of the snacks found throughout the adult guide.



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 *A World of Girls*. Read pp. 31, 38, 50, 68, 74, and 75 in the adult guide for some fun game ideas.

Start a Brownie Brainstorm

Earn It!



As your troop finishes the **Change a Story Award**, girls should begin working towards the **Tell a Story** and **Better World for Girls! Awards**. The requirements for the **Tell a Story Award** can be found on p. 82 in the adult guide. Girls will decide how to tell others about their **Take Action Project** by holding a Brownie Brainstorm.


Creative Spirit Earn It!

Consider presenting your **Take Action Project** as part of the bridging ceremony. Girls can also earn the last award, **Better World for Girls! Award**, by creating a work of art showing what it means to be part of a world of girls. Art work can be displayed at the ceremony or girls can describe their art work to show what they have learned on their Journey. Ideas for art work the girls can create can be found on pp. 88-89 and 92-94 in the adult guide.



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, or post on www.facebook.com/GSCNC.

Snacks Badge Connection



To earn this badge, girls will practice making healthy snacks. They will have the opportunity to make savory and sweet snacks. Additional snack ideas can be found in the adult guide on pp. 34, 53, and 61 and in the Journey book on p. 18.

Spring

Bridging Tradition

As your Girl Scout 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.

Girl Scout Week Tradition

Girl Scout Week is celebrated each March, starting with Girl Scout Sunday and ending with Girl Scout Sabbath on Saturday. The week 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 for a list of programs that correspond with each girls' faith.



Summer



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.



Field Trip to the Library *Enrichment*

Directions for this activity can be found on p. 35 in the adult guide. For this activity, visit your local library. Encourage girls to find a book they have not read. Allow for reading time at the library and have girls begin to look for clues in their stories that indicate something could be done differently to make the world a better place. Remind girls that as Girl Scouts we are always looking to make the world a better place, not just during troop meetings.

Create a Bookmobile *Enrichment*

Directions for this activity can be found on pp. 54-55 in the adult guide. Having access to books can make a change in someone's life. Girls can make a bookmobile to share their favorite books. Consider taking your bookmobile to a homeless shelter for women and children. Girls can read with some of the children at the shelter.

Making Friends

Badge Connection

To earn this badge, girls will learn what it takes to be a good friend. Before going off to camp, girls will practice introducing themselves to a fellow camper. Encourage them to get to know their new friend and do something nice for them. Disagreements are a part of any friendship. Practice at home how they will politely disagree with someone so as not to hurt their feelings. A great friend always includes everyone in an activity!



Pets

Badge Connection

Taking care of a pet is hard work. This badge is great to work on during the summer when you have more time to devote to a pet. If girls do not have a pet, have them help take care of a relative's or neighbor's pet. Girls will discover what their pet likes to eat along with their favorite treats and toys. Girls will learn how to create a safe and cozy home for their pet. Girls can also give back to their community by visiting an animal shelter and making toys for the animals waiting to be adopted.



Community Journey Resources for *A World of Girls*

National Cherry Blossom Festival

<http://www.nationalcherryblossomfestival.org/>

In the spring, consider attending the National Cherry Blossom Festival to connect girls with Japanese culture as well as the friendship between Japan and the United States.

National Museum of the American Indian

<http://nmai.si.edu/home/>

Throughout the year at the National Museum of the American Indian, girls can hear stories from all over the country about Native American tradition and history.

Fairfax County Park Authority

<http://www.fairfaxcounty.gov/parks/>

Girl Scouts brainstorm what they would like in their ideal park in *A World of Girls* Journey. Visit a park within the Fairfax County Park Authority and have girls visualize what they would like in their ideal park.

United States Patent and Trademark Office

<http://www.uspto.gov/>

Girls learn that inventions are stories in the *A World of Girls* Journey. Consider visiting the United States Patent and Trademark Office to learn about the stories of inventors in the National Inventors Hall of Fame and Museum.

National Book Festival

<http://www.loc.gov/bookfest/>

Each fall, the Library of Congress hosts the National Book Festival. At the festival, girls can attend talks by authors from all around the country and hear the stories behind the author's books.

Girl Scouts Nation's Capital has many theater and dance program partners where girls can see stories 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.mbt舞蹈.org/>
- **Verizon Center** <http://verizoncenter.monumentalnetwork.com/>