

## What You'll Need

- Volunteers
- Set of *It's Your World, Change it!* Journey books
- Journey Worksheet
- Pens and pencils

Time: 30 minutes

Questions? Comments?  
Contact the Girl Scout  
office nearest you.  
1-800-922-2770  
203-239-2922

[www.gsofct.org](http://www.gsofct.org)

## Introduction to the Leadership Journeys: It's Your World, Change it!

**State:** All grade-level Journeys in this series feature:

1. Girls creating and doing a Take Action project
2. Extra activities and fun ideas
3. Information & examples of diversity
4. Adventure & storytelling
5. Goals
6. Reflection opportunities
7. Activities that build leadership skills



**Divide** volunteers into table groups by grade-levels: Daisy (K-1), Brownie (2-3) Juniors (4-5), Cadettes (6-8), Seniors (9-10) & Ambassadors (11-12). Combine tables as needed.

**Place** both the Journey girl/adult books on appropriate grade-level tables. Direct volunteers to look at the "Sessions at a Glance" section in the Adult Guide for the level they are assigned: Daisy-Pg.12, Brownie-Pg. 12, Junior-Pg.14, Cadette- Pg. 10, Senior-Pg. 12, & Ambassador-Pg. 14.

**All Journey books are designed with the same format, and are easy to use.**  
(Note: Your Service Unit may have Journey books available for use with your troop/group).

**Hand out** the Journeys Worksheet provided for the appropriate grade-levels. Have volunteers write down answers using the adult/girl books. Volunteers can work as a table group or assign individual questions. (10-15 minutes).

**Go over** a question from each grade-level or have a facilitator at each table review the answers. (The page #'s are referenced on your answer sheet so either copy your worksheets, post page #'s on newsprint, or sit at table and reference pages as needed).

**Wrap Up:** Leadership Journeys are the core component of our National Program Portfolio (the other is the *Girl's Guide to Girl Scouting Book*). Troops/groups can utilize additional resources to compliment any of the Leadership Journey programs. Let the girls decide what combination(s) works best for them!

*Encourage volunteers to look for Explore the Journeys courses appropriate to their age level on the GSOFC website. (Coming soon!)*

## LEADERSHIP JOURNEY - IT'S YOUR WORLD, CHANGE IT! OVERVIEW/ANSWERS

### 1. Journey Descriptions:

**Daisy:** Features the story of *Amazing Daisy and the Daisy Flower Garden* where girls meet "flowers and critters" who guide them to explore global diversity (People, plants, languages), botany, the environment, stewardship of the land, as well as our Girl Scout history and the values of the Girls Scout Promise and Law.

**Brownie:** You are on an adventure trail – what will you find? You'll meet new friends, an ELF with a secret, and find 3 keys. What will these keys open?

**Junior:** Girls explore real power: the power of one, the power of team, and the power of community. They girls create a circle of fun and friendship as they move from gaining a deeper understanding of themselves to discovering how powerful they are as a team to realizing the added strength they gain by reaching out to the wider community.

**Cadette:** aMaze is a journey about relationships as you navigate the twists and turns of life. Can you create peace in you life? The world?

**Senior:** Consider what's not right for girls in the world and *then* imagine an ideal world just for girls!

**Ambassador:** Create your own little whirlwind by raising your voice on behalf of others.

### 2. Journey Awards:

All Leadership Journeys give girls a chance to earn awards. Awards are patches to be worn on the vest or sash. There are companion jewelry pieces available as keepsakes - these are fun not official pieces.

**Daisy:** Watering Can; Honey Bee, and the Amazing Daisy Award

**Brownie:** Discover, Connect, and Take Action Keys and the Brownie Quest Award

**Junior:** The Power of One, the Power of Team, the Power of Community

**Cadette:** Interact, Diplomat, and Peacemaker Awards

**Senior:** Create It, Guide It, and Take Action

**Ambassador:** The Girl Scout Advocate Award

### 3. Sample Sessions:

Leadership Journeys can be worked on throughout the Girl Scout year; even up to 2 years if needed. This allows girls the opportunity to enjoy many other activities locally and council-wide. You can complement the journey by doing related awards (Petals, Leaves or Badges) as well as by doing related activities to enhance the journey's experience (field trips).

- **Daisy** = 6 sample sessions
- **Brownies** = 7 sample sessions
- **Juniors** = 7 sample sessions
- **Cadettes** = 8 sample sessions
- **Seniors** = 8 sample sessions
- **Ambassadors** = 7 sample sessions

#### 4. Understanding Age of Girls:

Have the table group report out any attributes they chose from the “*Understanding Age of Girls*” sections of the Adult guides.

- Daisy = pp 20-21
- Brownie = pp 22-23
- Junior = pp 22-23
- Cadette = p 14
- Senior = p 18
- Ambassador = p 18

#### 5. Girl Scout History and Traditions:

Girl Scouts began on March 12, 1912. Girl Scout traditions and ceremonies have been a large part of our history since then. Have girls plan/create their own traditions and special memories. Don't forget to include families too!

- Daisy = p 24
- Brownie = p 26
- Junior = p 28
- Cadette = p 18
- Senior = p 22
- Ambassador = p 23

#### 6. 15 Leadership Outcomes:

Not all 15 outcomes are covered with each Journey. Most likely, you will focus on those outcomes you find the most meaningful – those that relate to a specific grade or a specific impact on girls. The 15 outcomes fall within the Discover, Connect, and Take Action keys.

Seeing age-appropriate signs during Girl Scout activities lets adults know the girls are achieving the intended outcomes.

- Daisy = 7, p 29
- Brownie = 9, p 33
- Junior = 7, p 35
- Cadette = 7, p 23
- Senior = 9, p 27
- Ambassador = 7, p 29

#### 7. Previewing Girl Activities:

The answers will vary as they list things they find in the girl's books that girls will enjoy.

#### 8. Activities to Complement the Leadership Journeys:

Approach a Journey as you would a road trip: If you have time to take fun “rest stops” or “side trips” you can really add to the overall enjoyment of the trip.

#### Wrap Up:

Encourage troops/groups to research all the Girl Scout resources available to supplement/enhance their individual troop/group programming (There are other GSUSA and GSOFCT resources available at [www.gssofct.org](http://www.gssofct.org) under the Membership tab in the Resource and Forms Library and under the Shop tab).

Girls can choose *what* they want to do, decide *when* they want to do it, and make it happen through planning and setting goals. Their choice, their fun!

Allow them to embrace the messaging that the Leadership Journeys bring forward and to grow into the leaders of tomorrow.

*Encourage volunteers to look for Explore the Journeys courses appropriate to their age level on the GSOFCT website. (Coming soon!)*

## LEADERSHIP JOURNEY WORKSHEET

Using both the Girl Journey book and the Adult Guide, complete the following:

<p>1. Thumb through the first few pages of the adult guide. In no more than five sentences, describe the Leadership Journey (theme, activities, or general description).</p>	
<p>2. Which awards will the girls earn on this Journey?</p>	
<p>3. How many sample sessions are there in this Journey?</p>	
<p>4. Using the "Understanding Age of Girls" section, list the three characteristics that you feel most describe girls of this age.</p>	
<p>5. Name a Girl Scout tradition or ceremony you think your girls will enjoy learning about or doing.</p>	
<p>6. How many of the 15 leadership outcomes will be targeted with this Journey?</p>	
<p>7. List three activities or sections of the girl's book that you feel your girls will most enjoy.</p>	
<p>8. Name one activity or idea that you think the girls will enjoy that complements this journey's program. Be creative. Select one of your ideas or one from another program resource.</p>	