

Dear Girl Scout Volunteers,

Welcome to the third leadership Journey! *It's Your Story—Tell It!* introduces a storytelling theme in a fun and relevant manner so that girls may better understand themselves and their potential. Building a strong sense of self is the underlying goal of the series, which was made possible in part by a generous grant from the Dove Self-Esteem Fund.

When girls hear, share, and build their own stories, they gain confidence and see that they can make a difference in their own lives and the lives of others. Girls develop and gain self-esteem and confidence through taking action and trying new things. The goal of this journey series is to get girls active, to get them doing things that build their skills and let them accomplish goals, whether personal or project-related. Girls want to do things and it is by doing that they derive their greatest sense of accomplishment.

The Journey 3 activities get girls moving and thinking in creative and physically challenging ways, through role-play. This allows them to become comfortable and competent as they take part in real-life, age-appropriate social situations. Through recipes and general health and well-being content and discussion, this Journeys program helps develop healthy attitudes toward physical, social, and emotional health.

Woven into each grade-level Journey are activities and discussions designed to get girls thinking critically about the media, including its portrayal of girls and women. *It's Your Story—Tell It!* offers a comprehensive, multidisciplinary approach to building leadership and self-esteem for the girls.

EXPLORE A THEME

Each of the three leadership Journeys invites girls at each grade level of Girl Scouting to explore a theme through many experiences and from many perspectives. In this way, girls build leadership skills and confidence as they gain new skills and knowledge, and widen their view of the world. Each Girl Scout Journey features a book for girls and a guide for the adults who partner with the girls in a group setting. Girls can now choose from three themes including, *It's Your World—Change It!*, *It's Your Planet—Love It!*, and *It's Your Story—Tell It!*

Girl Scouts of Eastern Pennsylvania developed the Journey Toolkits to support the work you do with your girls. Each toolkit (Journey 1, 2,3) has an intro to the themes and awards for each, as well as detailed meeting planning help.

JOURNEY TOOLKIT HOTLINE

In addition to the Toolkits, call or email the Journey Toolkit Hotline at 1.800.355.3847, ext. 1459 or 484.920.3055 or journey@gsep.org. Your call will be returned within 24 hours with help and suggestions about facilitating Journeys!

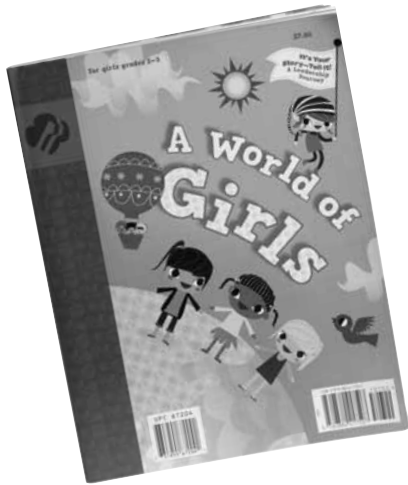
We are thankful for all you do to support Girl Scout mission of building girls who lead with courage, confidence and character to make the world a better place.

—Girl Scouts of Eastern Pennsylvania

Welcome to Girl Scout Brownies

How to Guide Girl Scout Brownies Through
A World of Girls!

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



This Girl Scout Leadership Journey is part of a series that invites girls into the fun and friendly world of storytelling. The girls' resource for the Journey is designed as a flip book that devotes one side to fictional stories that take the Brownie friends around the world, and the other side presents real-life Brownies exploring their own World of Girls.

Stories + Their Clues = A Fun Way to build girls' confidence as leaders!

WELCOME TO A WORD OF GIRLS!

"Once Upon a Time..." Those words always let you know that a story is about to start. As you turn the pages of *A World of Girls*, you'll find amazing stories about three Brownie friends traveling along, learning about others in faraway places and close to home. The girls will hear stories from those they meet along the way, and share their own stories as well. As they learn about girls around the world, they will be learning a lot about themselves too. They learn that together they have the power to make the world a better place! That's something to be proud of, and a story the girls will be proud to share.

This journey starts with the first Brownie story! Even the name "Brownies" comes from a story. Brownies were elves who did good deeds while people slept. Like fairies, they were tiny, and people usually didn't see them. In one famous old story, a Brownie asks children to do good deeds on their own. That way people wouldn't need the magic of Brownies during the night. The Girl Scouts make that story their own. Now Brownie Elf and Grandmother Elf encourage ordinary girls to do extraordinary things.

What Girl Scout Brownies Can Earn...

Journey Leadership Awards for each of the three Journeys are based on a girl's participation in a whole series of interrelated activities and discussions that contribute to a girl's overall experience and that help her develop the three keys to leadership. Badges, on the other hand, focus on one specific skill (for example, creating a piece of art or learning first aid). Think of it this way: Journeys are Leadership Building opportunities, while Badges are skill building opportunities. Keep in mind that the journeys are very flexible and that "requirements" for earning awards are not meant to be rigid. What's most important is that girls gain exposure to a variety of opportunities, enjoy activities based on the three keys of Discover, Connect, and Take Action, and have experiences that look to achieve the national outcomes.

Journeys and badges are designed to be complementary, not to compete. Journeys are the core Girl Scout curriculum. They have been developed to help all Girl Scouts develop the three keys to leadership: Discover, Connect and Take Action. Badges complement the journeys by helping girls build skills on specific topics.

Among the badge offerings are seven "legacy badges"—for Brownies through Ambassadors—based on traditions and activities that have been in existence since Girl Scouts' beginning: Artist, Athlete, Citizen, Cook, First Aid, Naturalist, and Girl Scout Way. Badge activities will be progressive, so girls can build on skills they've learned at each level. For instance, when they earn the Cook Badge as Brownies, they'll add to their experience when they earn the Cook Badge as Juniors all the way up to Ambassador.

The graphic on pages 13 and 15 help you to see how easily the badges and Journey Leadership awards work together for your girls.

4 LEADERSHIP AWARDS

Hear a Story Award

What it means for Brownies: They see that stories hold clues for how to better the world.

How Brownies earn it: By finding a clue in a story that represents a change they can make in their world.

When Brownies receive it: Session 2

Change a Story Award

What it means for Brownies: They realize they have the power to change things for the better.

How Brownies earn it: They act on a clue to change things for the better for girls in their world.

When Brownies receive it: Session 7

Tell a Story Award

What it means for Brownies: They have the confidence and knowledge to educate and inspire others,

How Brownies earn it: They teach others about the change they created in their community and inspire their audience to support the change too.

When Brownies receive it: Session 9

Anatomy of a Badge

Five Steps: Each badge has five steps. Girls complete all five to earn the badge.

Making Games

You can have fun without a computer, a deck of cards, or even a ball. Games are everywhere when you use your imagination to make them up. Try this badge, and you and your friends will never get bored again.

Steps:

1. Try to invent a new sport.
2. Make up a mystery game.
3. Create a party game.
4. Change the rules.
5. Invent a whole new sport.

Purpose: ...read this badge, I'll know how to create new games and share them with others.

MAKING GAMES

Games are a great way to make new friends—or have fun with old ones!

Purpose: This opening statement tells girls what they'll be able to do once they've earned the badge.

From the Brownie Badge: Senses

DIFFERENT WAYS TO SEE

COLOR BLINDNESS

People who are color blind can't see differences between certain colors. Go online with a grown-up to find a color blindness test. Look at it, and talk about what it might be like to be color-blind.

OPTICAL ILLUSIONS

Optical illusions use lines or shapes to trick your brain. All of these pictures can be seen as two different things, if you look at them long enough. Which image do you see first?

Tip before takeoff

Don't worry if some of your senses don't work as well as others. If a step isn't right for you, do two options in another step.

STEP 1 Look around

Explore your sense of sight by doing one of the following activities...

- Hold a scavenger hunt in your neighborhood or at a park.** Bring a magnifying glass, and talk about how it helps your sense of sight.
- Play Kites Game.** Ask your volunteer to collect about 10 items and place them in a plastic bag. Cover it with a cloth. Sit around the table with friends. Lift the cloth for 30 seconds. Then re-cover the items and list what you saw. How many items could you remember? (This game has been popular with Girl Scouts for nearly 100 years!)
- Go on a window hunt.** Put a list of how many human-made things you can see, like chairs, trees, or machines, and how many natural things, like animals, clouds, and trees. Who can find the most? Then find a different spot and play again.

Do ONE option to complete each step. Inspire! Do more—or try a Challenge.

Three Choices: There are three choices for completing each step. Girls only need to do ONE.

Journey Tie-In: Each badge includes a tip for tying the badge activities into a journey.

From the Brownie Badge: Hiker

Now that I've earned this badge, I'm prepared to give service by:

- Showing my friends how to get ready for a hike
- Helping make GOPP for a wealthy snack for my family
- Telling others why hiking is fun and inspiring them to hit the trail

What are you inspired to do with your new skill?

I'm inspired to:

Sign here

Do ONE option to complete each step. Inspire! Do more—or try a Challenge.

Add the badge to your Journey. For Step 1, you could take a WOW hike along a stream, lake, or beach. Or, for Step 2, try your neighborhood (act) on a wet day. Add the pictures to your WOW water trap.

Giving Service: This closing statement offers three ideas about how a girl can use her new skill to give service, plus room for girls to write or draw their own ideas.

Better World for Girls! Award

What it means for Brownies: They understand that they belong to a large and far-reaching world of girls.

How Brownies earn it: They use creative expression (of their choice) to show what it means to them to be a part of a larger world of girls.

When Brownies receive it: Session 10

Other Thoughts or Helpful Hints

- Every session in this journey has been created to help girls become confident leaders— in their own lives and in the world. Take the time to review the adult guide to see how to offer the girls every opportunity to lead, team up to work together and learn new things by participating in the hands-on activities provided.
- Self Esteem is how a girl feels about herself; her abilities, her body, her capacity to seek and meet challenges in the world. Throughout this Journey girls will increase their feelings of being powerful, capable and strong as they enhance their skills and develop new ones.

POSSIBLE FIELD TRIPS AND COMMUNITY PARTNERS

- Field trip to a local library to learn more about the countries the Brownie friends visit
- Arrange a Story Expert, and author or storyteller to come to your troop/group meeting
- Visit cultural centers, museums, fairs and other type of cultural events in your communities to learn firsthand about other cultures
- Visit the Art Museum or an Amish working farm

HOW TO PLAN JOURNEY ACTIVITIES

Please refer to pages 57 and 58 to see a sample of how to plan Journey activities. Use the blank form to start planning activities with your girls.

ADDITIONAL PROGRAMMING IDEAS FOR TROOP MEETINGS

- Send the Welcome Letter, from the adult guide, home with the girls to begin to build a Brownie Friends and Family Network!
- You'll expand the girls' awareness of community by asking families, friends, and friends of friends to visit and enhance the Brownies' gatherings. So go ahead and hand off activities and prep steps from the sample sessions, to someone you meet from the Friends and Family Network!
- At your Service Unit meeting, connect with a Girl Scout Cadette troop leader. They will be looking for an opportunity to earn the Leaders in Action Award (LIA) by working with a Brownie gathering. These leaders will be eager to partner with you, share stories or help with your troop's ceremonies.
- There are sample Brownie meetings provided in the Journey Toolkit for the first two journeys. You can find them at www.gsep.org (The Journey Toolkit is available for download on the "Volunteers" page).

NATIONAL PROGRAM

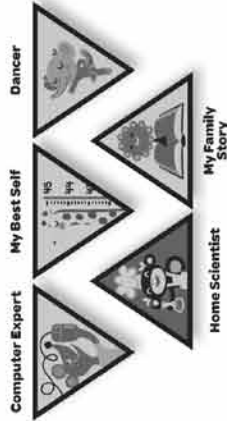
What Brownies Do*

Choose a Journey and earn the awards

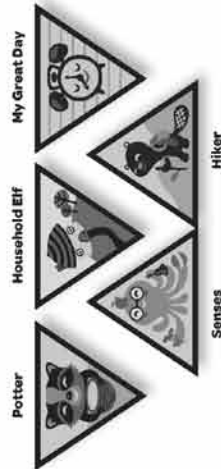


Want to earn more Badges? Add the Badge sets

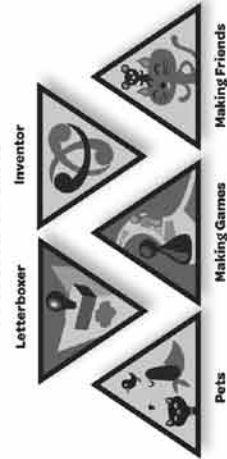
Brownie Quest



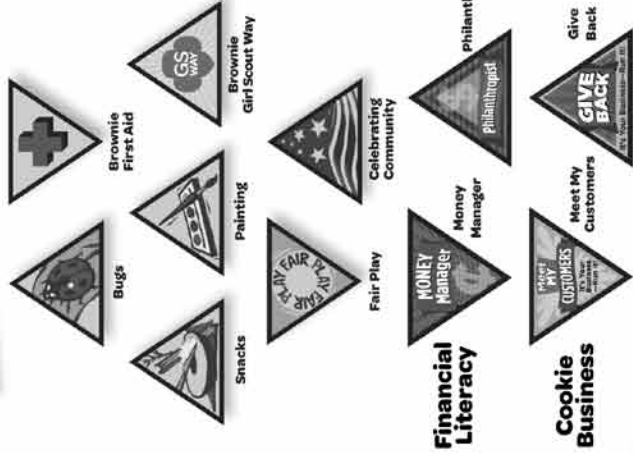
WOW! Wonders of Water



A World of Girls



Use them all with The Girl's Guide to Girl Scouting



*Remember to add in trips, outdoor adventures, the cookie sale and more! See ideas in all the girl's books.

Take Action Project

All Journeys Guide Girls Through a Take Action Project. When girls pursue Take Action projects, they take time to identify and understand the root cause of the issue they are addressing. Girls also must make sure that each project is sustainable and that the impact is measurable.

SUSTAINABLE

Girls must make arrangements (such as collaborating with community leader and/or organization's; building alliance with mentors) to ensure that the project creates lasting change and is not a one-time event.

MEASURABLE

The success of the project can be determine based on the number of people the project helped, the number of people who were involved, any reduction in the community's need, and other concrete numbers.

TAKE ACTION PROJECT

A Take Action project picks up from where a short-term project leaves off. Here are three great examples:

- 1 Book of Clothing Drive** Make it a Take Action project by holding the drive annually and getting a sponsor to advertise and organize every year.
- 2 Graffiti Cover-up** Girls who paint a wall to cover up graffiti can create a club that travels around the city painting beautiful murals on buildings that have been defaced.
- 3 March or Fair** Girls who held a march or fair could expand the event to include community artisans and make it an annual gathering.

IS YOUR PROJECT A TAKE ACTION PROJECT?

Here is how you find out!

- YES! It addresses a need, immediate or otherwise
- YES! It addresses the root cause of the problem
- YES! It creates lasting impact in the community that can be measured
- YES! It includes provision to ensure sustainability long after the girl has finished her project



Brownie Journey Awards Record

Name: _____

Troop/Group Number: _____

Fill in the date completed and activities completed. For more information and requirements for each award, please reference page 12 of the Adult Guide.

AWARD	ACTIVITIES COMPLETED	DATE COMPLETED
Hear a Story Award		
Change a Story Award		
Tell a Story Award		
Better World For Girls! Award		

NOTES: