

It's Your World—Change It!

Exploring the First Series of Girl Scout Journeys

In this session, we will:

- Identify the features and benefits of leadership journeys across all levels
- Explain how a journey is built on the New Girl Scout Leadership Experience
- Explore how to work with the girl book and the adult guide at this grade level
- Customize journeys for use in various ways

Exploring the Adult Book

On a journey one should have a roadmap, a plan, and some tools to make a success of the trip. Can you identify where to find these in the adult book? Please note the page number as we will share our findings with the large group once every one has had a chance to explore.

<p>What is the “roadmap” to help the girls achieve the Leadership Experience outcomes? Where can you find it in the Adult Guide?</p> <p>How many outcomes are addressed in this journey?</p>	
<p>How many example “plans” are available in the Adult Guide to help the girls on their journey? Where are they located in the Adult Guide? List some of the different ways these are shown in the Adult Guide?</p>	
<p>What tools are available in the Adult Guide to help you guide the girls on their journey? Where can you find information on awards, Girl Scout tradition, etc.?</p>	
<p>As the “Guide” (volunteer), where can you reflect on “Your Perspective on Leadership” in order to be purposeful in your role with girls?</p>	
<p>How can the adult help to guide girls on their Take Action Project?</p>	

Exploring the Girl Book

Using the girl book, your table group should complete the statement(s) assigned. Please note the page number as we will share our findings with the large group once every one has had a chance to explore.

<p>The theme girls are invited to explore on this leadership journey is....</p>	
<p>Where Girl Scout history, tradition, or ceremony is incorporated into the journey can be found ...</p>	
<p>Some of the people the girls will "meet" on the journey (fictional, historic, or real-life) are....</p>	
<p>The message to girls about earning awards in the journey approach is....</p> <p>Daisy level only substitute: One thing a girl can learn from a flower character is...</p>	
<p>One of the places girls will find inspiration, learn about or explore steps to Take Action to change the world is....</p>	
<p>Opportunity for girls to imagine or create can be found...</p>	
<p>An activity (shown or suggested) that girls may want to do "just for fun" can be found...</p>	

Journey Scenarios

1. Your council is collaborating with a local recreation center to provide programming for girls throughout the spring. Many girls at the center are in the grade level this journey session is designed for. After looking over the “Sessions at a Glance” in the adult book (and any other information you have had a chance to gather from the books), can you find some ways to use this “It’s Your World—Change It!” journey with girls at the center?
2. Girls in a troop have shown strong interest in certain aspects of the journey and want to stretch it out over several months. Using the “Sessions at a Glance,” in the adult book, along with other choices and ideas offered, how would you “stretch out” the journey experience during a troop year?

Consider...	Ideas...
What adjustments, if any, would you make to customize the journey sessions (i.e., field trips, speakers, group activities, etc.) for this scenario?	
How can you get girls involved?	
How can you get volunteers involved? Consider, for example, family and community contacts.	
Where would you recommend that a volunteer look – in the adult and girl books – to find ideas for additional events and experiences to address this scenario?	

Features and Benefits Exercise

Create a commercial on the features and benefits of using the new journeys in Girl Scouting!



Directions: Your group is tasked with creating a one- to two-minute commercial on the features and benefits of using the new journeys in Girl Scouting. Each group decides whether its commercial will be geared toward a particular grade level or for all levels. Make sure your commercial includes the following:

- Features and benefits of the journey approach
- Features and benefits of the adult guide and girl book
- The importance of the New Girl Scout Leadership Experience

BE CREATIVE AND HAVE FUN!!!

The Journeys Are Coming!

Five Tips for a Great Trip

1. **Customize!**

Journeys provide “sample sessions” to give girls and volunteers ideas about sequencing experiences and discussions, and earning awards so the “whole” feels like one big adventure. The adult books corresponding to the journeys contain many examples and encouragements to engage volunteers in creating the journey experience with girls. The journey will be much more fun and relevant as girls make it their own!

2. **Stretch!**

Sample sessions in the journeys have been created to show how it is possible to have a Girl Scout leadership experience in six to eight gatherings. Many girls and volunteers will quickly find there is more they will want to do! Those who have more time in Girl Scouts (a whole troop year perhaps!) can make the journey longer. The journey books are filled with tips for stretching out the experience. As their imaginations take hold, girls will have many more ideas about how to extend the journey with guidance from volunteers.

3. **Link!**

Through the *It's Your World—Change It!* journey series, Girl Scouts at each level will be engaged in exploring some of the same themes. Consider all the ways that girls networking together can increase the benefits of the journey. Are Ambassadors in the region interested in advocating together? Imagine every Girl Scout Senior in the region creating and exhibiting a unique vision for GIRLtopia. As Cadettes navigate the maze of relationships, what could they teach Juniors? What if Brownies link up on some of the steps of their quest? As Daisies in one area of the council engage in “growing something” how could they benefit from a family field trip to meet Daisies doing something similar in another area? These are just a few ideas of how expanding the connections Girl Scouts can make will contribute to powerful journey experiences around the country.

4. **Explore Stories!**

Stories inspire girls (and adults) to put values into action. The journey series engages girls in stories—real and fictional—of girls and women taking action in the world. Make use of these stories and expand upon them whenever you can—in any way that you and girls will enjoy. Stories, after all, capture the imagination and motivate. Ultimately, girls will create their own stories on the journey, meet new people, and taking action in the world. What other stories are going on in the region, and how can girls connect to them? What can girls find in stories—in art or life—that add to the feelings and ideas along this adventure?

5. **Leadership and You!**

As a volunteer in Girl Scouts, your experiences—and your view of leadership—will influence and inspire girls. Use the reflection exercises in your guide to think about the three keys to leadership (Discover, Connect and Take Action) and how you can best apply them as you team up with Girl Scouts on their leadership journey.