

Junior Journeys



Think Like an Engineer Journey

Girls learn how to think like a designer by participating in hands-on design challenges and completing a Take Action project. *Developed in partnership with WGBH/Design Squad.*



Think Like an Engineer Award

Activities and requirements available in the Volunteer Toolkit for troop leaders.

Individually registered girls, contact Customer Care for details.



Take Action Award

The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.

Think Like a Programmer Journey

Girls participate in interactive computational-thinking activities to learn how programmers solve problems. Girls also complete a Take Action project. *Developed in partnership with code.org.*



Think Like a Programmer Award

Activities and requirements available in the Volunteer Toolkit for troop leaders.

Individually registered girls, contact Customer Care for details.



Take Action Award

The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.

Think Like a Citizen Scientist Journey

Girls learn the scientific method by undertaking a citizen science project that involves making observations, collecting data, and working with scientists to receive feedback on research and findings. Girls also complete a Take Action project. *Developed in partnership with SciStarter.*



Think Like a Citizen Scientist Award

Activities and requirements available in the Volunteer Toolkit for troop leaders.

Individually registered girls, contact Customer Care for details.







Take Action Award

The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.

Junior Journeys (cont.)

Outdoor Journey




Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<p>Camper badge (badge currently available, prior to new content rollout)</p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, or for digital download in the online shop.</p> <p>Entire Journey available in the VTK as nine sessions, which includes three badges plus three Take Action meetings. Available for Multi-level for DBJ.</p>
	<p>Animal Habitats badge (badge currently available, prior to new content rollout)</p>	
	<p>Eco Camper badge (badge currently available, prior to new content rollout)</p>	
	<p>Take Action Award</p>	<p>Information and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.</p>

Junior Badges

Robotics Badges

Girls design their own robots after learning how they're built and programmed. "Unplugged" activities allow girls to earn badges without buying kits.

	<p>What Robots Do badge</p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, and for digital download in the online shop. It's recommended to use both the VTK instructions as well as the downloadable girl packets.</p> <p>Designed to be "unplugged," meaning girls do not need a kit to earn the badges; they can complete the badge requirements with common household objects.</p> <p>These are progressive badges, that must be earned in a particular order.</p>
	<p>How Robots Move badge</p>	
	<p>Design a Robot badge</p>	

Cybersecurity badges

Three new Brownie badges in cybersecurity will be available beginning Summer 2018.