girl scouts

It's Your World—Change It!

This Journey series helps girls understand what it means to be a leader who makes a difference in the world through unique leadership and advocacy challenges.



Welcome to the Daisy Flower Garden

On this Journey, Daisies learn about the Girl Scout Promise and Law while exploring the world of gardening. They may plant a mini-garden, learn about composting, or find out how ladybugs help flowers. They could also take a field trip to a public garden or talk to a beekeeper about her work. The girls then plan a project to help others, such as planting vegetables in a community garden or flowers at a nearby hospital. Girls can earn three awards that recognize how they improved their community through their new gardening skills.



Brownie Quest

On this Journey, Brownies learn how to care for themselves, their families, their Girl Scout sisters, and their community. They may do an activity with their families to chart everyone's special talents, play games at their troop meetings to learn how to work together, or do a fun "clue hunting" activity to learn the Girl Scout Law. They then choose a project to help others, such as visiting a nursery school to read to younger kids or teach them a game, creating a school skit about healthy eating, or making a presentation to their city council about fixing a broken sidewalk by their school. Girls can earn four awards that recognize what they've learned about themselves and how they teamed up to care for others.



Agent of Change

On this Journey, Juniors learn how they can change the world by exploring their own talents and learning about women who have made the world better. They might talk to an environmentalist who preserves animal habitats, take a field trip to a councilwoman's office, paint a mural about women in history, or create a comic or TV script about a "Supergirl" who takes action on an issue. They then team up to become agents of change in their own community, perhaps by putting on a skit at school about using less energy or creating a sustainable "meal in a bag" solution for the local food bank. Girls can earn three awards that recognize what they've learned about using their own talents to help others and how they've made the world a better place.



aMAZE: The Twists and Turns of Getting Along

On this Journey, Cadettes learn to develop good relationships, navigate cliques, and look past stereotypes. They may create artwork about friendship, invite an older girl to talk about how to be a good friend, or organize a friendship-themed movie screening and discussion. They then team up to develop a peace project, such as creating a friendship-skills workshop for younger girls, planning an annual intergenerational tea at a senior center, or organizing a "no gossip" day at school. Girls can earn three awards that recognize their new friendship skills and how they have passed them on to others.



GIRLtopia

On this Journey, Seniors develop their own vision of an ideal world for girls and learn skills to make it a reality. They may visit a museum exhibit about women in history, invite a woman to talk about how she helps girls through her volunteer work, or create a short film that shows an ideal world for girls. They then create their own project, such as making a public-service announcement to encourage girls to exercise and eat well or organizing a letter-writing campaign to support a girl-friendly, empowering TV show. Girls can earn one award that recognizes what they've done to create their own version of GIRLtopia in their communities.



Your Voice, Your World: The Power of Advocacy

On this Journey, Ambassadors learn the skills needed to influence change, such as identifying community problems, researching issues, creating presentations, speaking in public, and developing social media campaigns. They may invite a public-relations professional to give them public-speaking tips, attend a weekend retreat to brainstorm what changes they'd like to see in the world, or talk to a lobbyist to learn how to advocate for change through government. They then take action on an issue they care about. They might make the case for more bike paths by presenting to their city council, create a social media campaign to encourage the use of reusable bags, or lobby government officials for no-texting-while-driving laws. Girls can earn one award that recognizes what they've learned about using their voice to create change in the world.