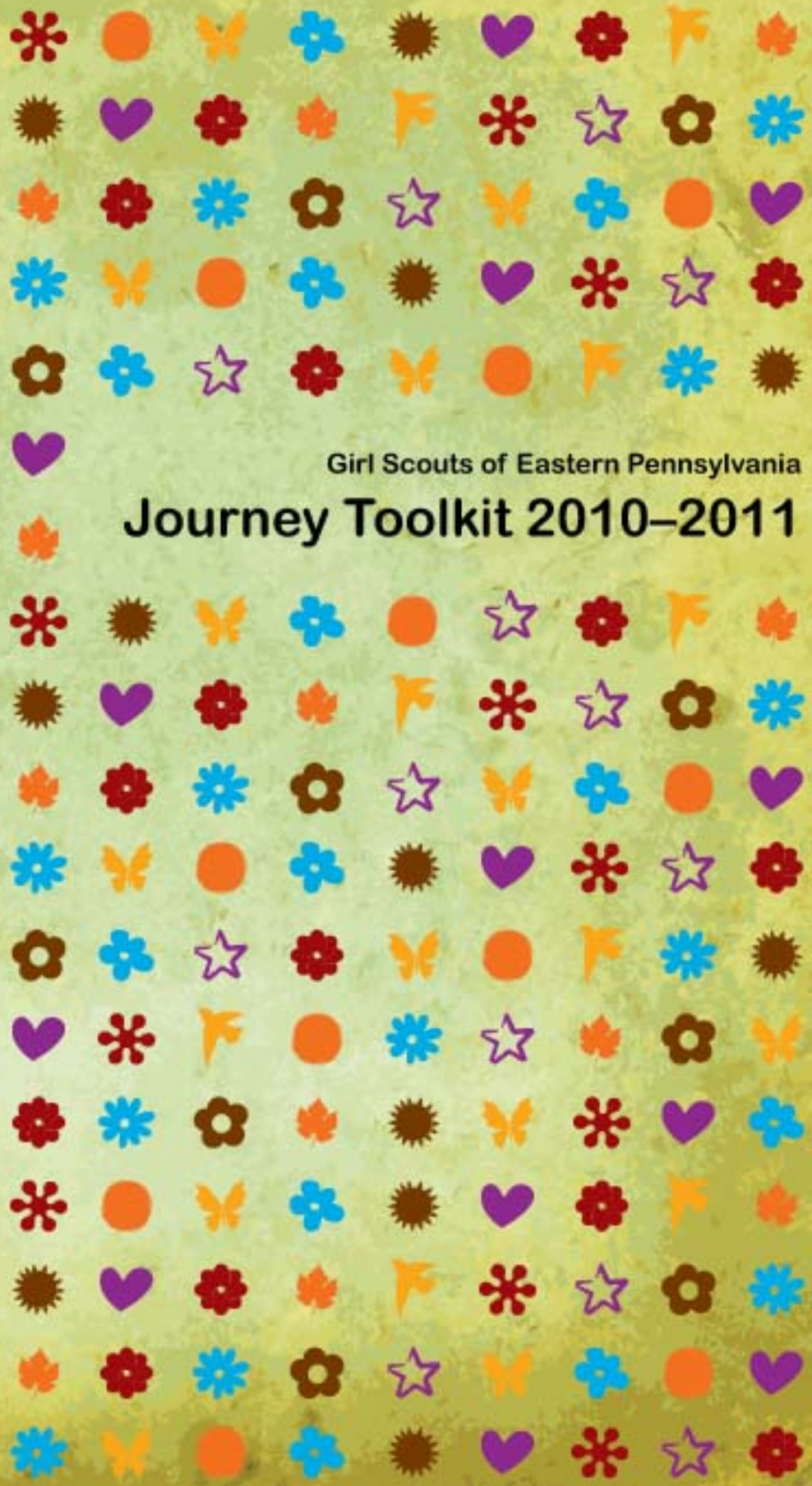


girl scouts
of eastern
pennsylvania



Girl Scouts of Eastern Pennsylvania

Journey Toolkit 2010-2011

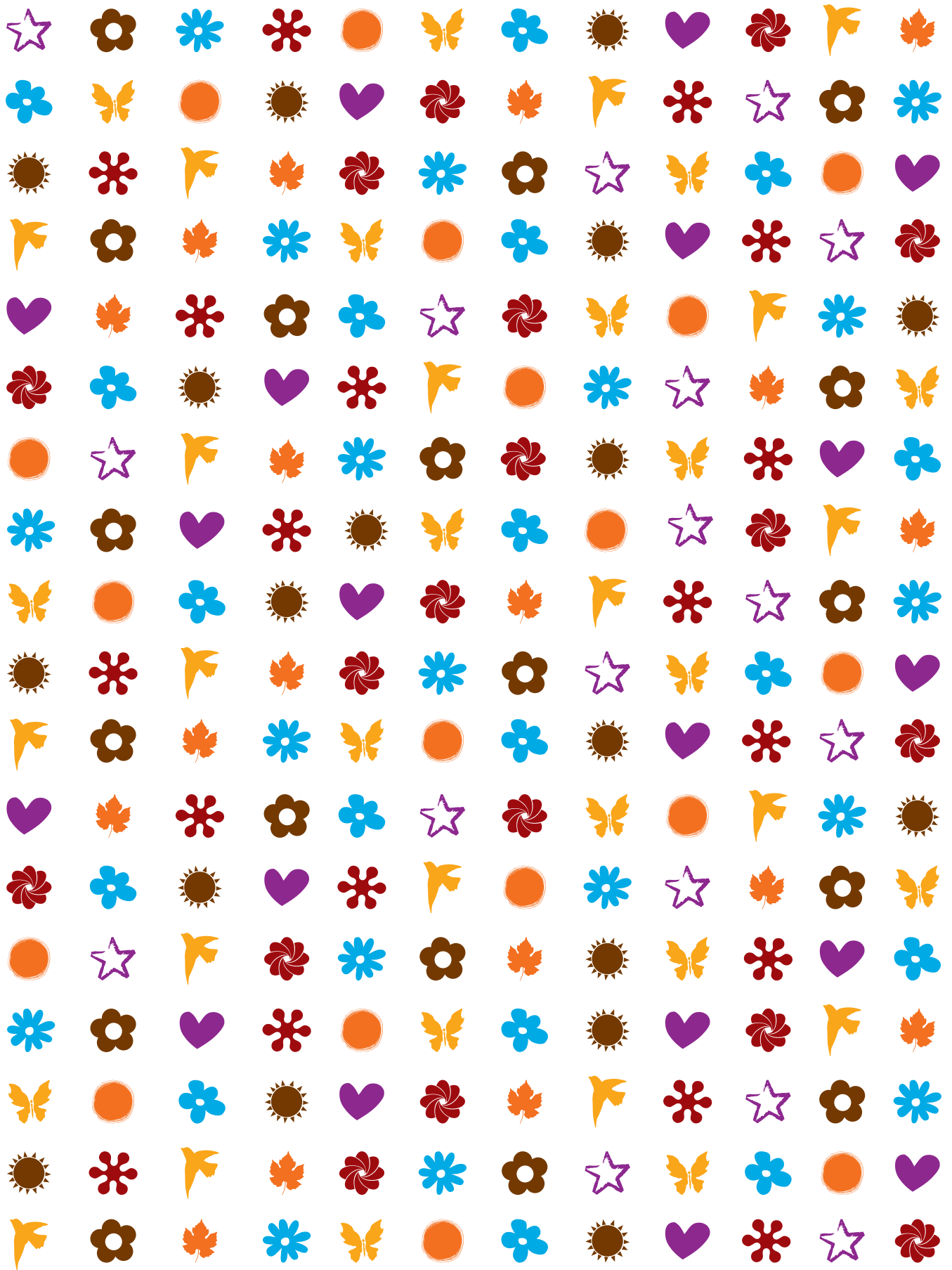


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Dear GSEP Volunteers,

The Girl Scout Leadership Experience, introduced several years ago, features the Journeys as one component of the program. Now it's official! This membership year, beginning in October 2010, Girl Scouts of Eastern Pennsylvania is primed to not only offer the Journeys to all girls, but support to you as you begin the program for all girls. This expectation, which we have communicated to you for several years, is now a reality... from October on GSEP expects every girl to experience the Journeys. Many leaders have taken first steps by: reading the material, contacting GSEP with questions and feedback, introducing the Journeys to girls at troop meetings, and sharing those stories with us.

In turn, over the past six months we have reached out to you in several ways; surveys, focus groups, the Journey session for operational leaders on May 22nd. You have given us great feedback and ideas to help tell us WHAT you need to support the Journeys and we are pleased to announce the creation of the GSEP Journey Tool Kit full of information that we hope you find helpful. There are ideas, templates, and forms that you asked for (and more)!!!

For Service Unit Teams: included in the Tool Kit is a learning design for you to use with your leaders. This design will help you facilitate a discussion about the tool kits and introduce the components to leaders. We are asking that all workshops occur before December 15, 2010. This can be done at a service unit meeting or at a specially designated time.

NEED HELP FACILITATING OR MAKING SURE ALL VOLUNTEERS ATTEND THIS WORKSHOP EXPERIENCE?

Please contact Jennifer Allebach at jallebach@gsep.org. There are Council Learning Facilitators in all nine counties and the team is ready to offer guidance as we offer this workshop to all troop volunteers. If you have more questions, please contact your Membership Manager.

JOURNEY TOOLKIT HOTLINE

If you have questions or need assistance, please call us at 1.800.355.3847, ext.1459 or 484.920.3055, leave a message and we will return your call within 24 hours.

FOR VOLUNTEERS

Never has it been easier to help build girls of courage, confidence and character who make the world a better place! The Journeys are designed to be age level specific and filled with ideas to achieve great outcomes. Sign up for FALL weekend and on Saturday October 1 you can take courses that will help you facilitate the Journeys. There will be the Tool Kit Workshop, It's your Journey Customize it, and workshops that show you how to incorporate Journeys at each age level. For more information please go the Adult Development Page on www.gsep.org to register for FALL. Not a good date for you? More workshops that cover the Journey Essentials will be announced in October.

We think this is a very exciting time to volunteer for Girl Scouts of Eastern Pennsylvania. You are the leaders at a time when the Girl Scout Movement is almost 100 years old and what a way to begin the celebration!!!! We are very proud of your work and thankful for all that you do to carry out the mission.

Girl Scouts of Eastern Pennsylvania

The Journey Tool Kit is a new resource developed for Girl Scouts of Eastern Pennsylvania to help adult volunteers introduce the Journey program with confidence and success.

LEARNING OBJECTIVES

Session Time

1 hour 15 mins, recommended (completed at a Service Unit meeting)

Session Goal

By the end of the session participants will be able to:

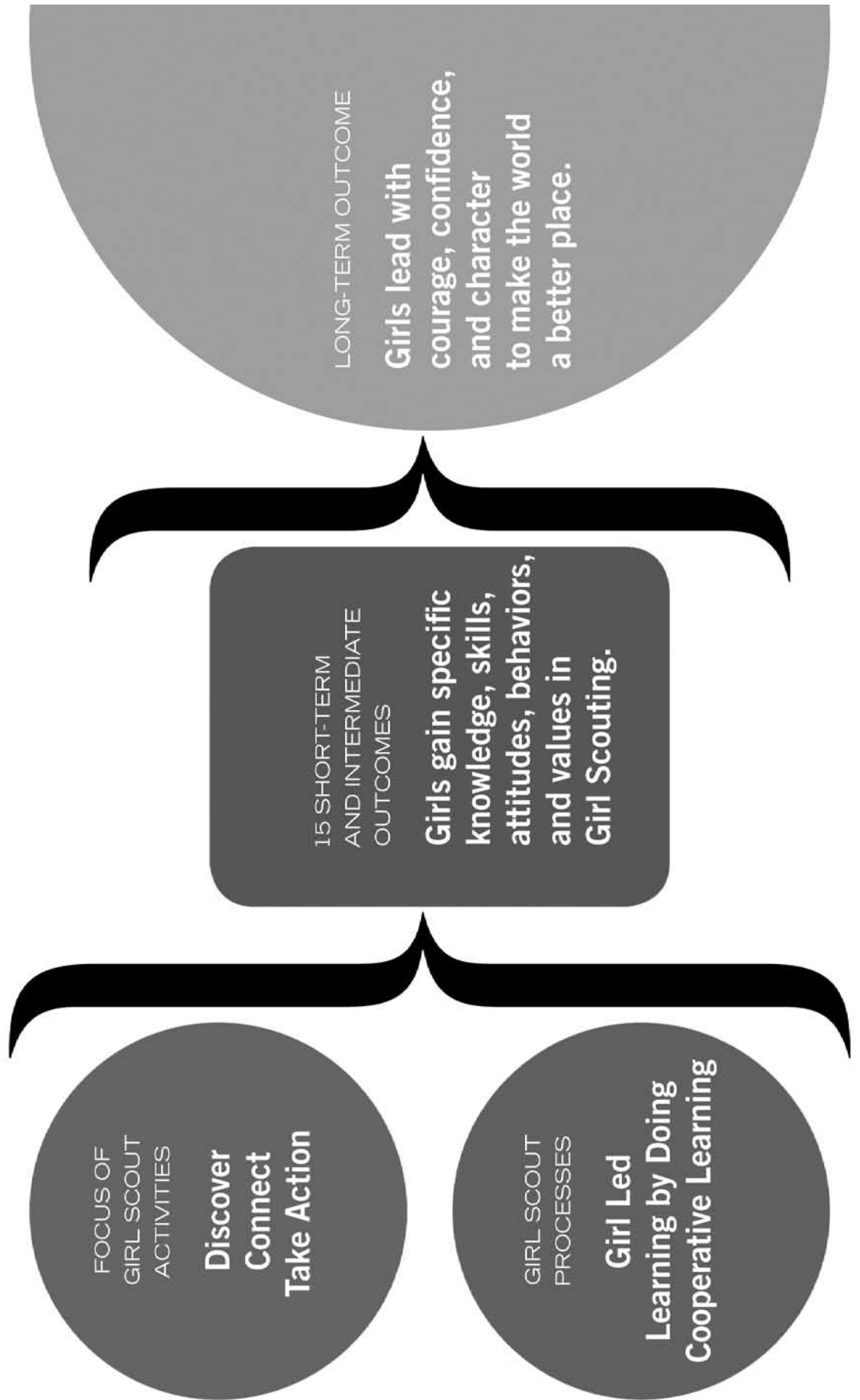
- Describe the importance of all of components of the Girl Scout Leadership Experience: the keys, the processes, the short/intermediate outcomes and the final outcome.
- Explain the purpose of the toolkit and how to use each tool.
- Understand what a typical “session” or meeting might look like for a specific grade level.

Learning Session at a Glance

Total 1 hr 15 mins (75 mins)

TIME	WHAT	HOW	MATERIALS NEEDED
Prior to the start	Review the components of the Journey Tool kit	Get organized, review toolkit pieces	Toolkit
10	Learning objectives and agenda, ground rules Provide background on tool kit and its parts	Facilitator reviews the objectives and agenda. Facilitator explains the use of the Parking Lot Explain how toolkit was developed and basic parts of toolkit	Parking Lot hanging on the wall with post its Toolkit components
10	GSLE	Cover basics of GSLE	Toolkit
10	Journey Series	Cover topics about each Journey	Journey at a glance pages
2	Journey tools	First 4 meetings	Toolkit components
5	Journey tools	Activity worksheet and samples	Toolkit components
5	Journey tools	Fill in their own activity worksheet	Toolkit components
3	Journey tools	Award chart	Toolkit components
2	Journey tools	Take Action worksheet	Toolkit components
2	Journey tools	Glossary	Toolkit components
15	Journey tools	Journey Troop planning map	Toolkit components
10	Questions	Answer any questions	None

Girl Scout Leadership Experience



Detailed Design for the Facilitator

1 ½ hours

By the end of the session participants will be able to:

- Describe the importance of all of components of the Girl Scout Leadership Experience: the keys, the processes, the short/intermediate outcomes and the final outcome.
- Explain the purpose of the toolkit and how to use each tool.
- Understand what a typical “session” or meeting might look like for a specific grade level.

ARRIVAL ACTIVITY: PRIOR TO START

SESSION DETAILS

Before meeting begins, take some time and review toolkit materials. Get to know each piece and understand them well. Organize materials and make sure you have everything you need. Don't worry about making copies for all troops (except where noted for use in training) —all information will be on the website.

MATERIALS NEEDED

- Journey toolkit
- This outline

LEARNING OBJECTIVES: WHY A TOOLKIT AND PARTS OF THE TOOLKIT (10 MINS)

SESSION DETAILS

- **Review** the learning objectives.
- **Explain** parking lot—a place to post their questions (note the Post-Its on their table).
- **Go over** other Housekeeping items (cell phones on vibrate and other ground rules).
- **Explain** that GSEP developed the toolkit with input from a troop leader survey and the Annual Meeting. This toolkit is to help each leader, both new and experienced, to get a better understanding of a Journey and how to use a Journey with already existing materials.
- **Review** each part of the toolkit.

MATERIALS NEEDED

- Journey toolkit components

GSLE EXPLANATION (10 MINS)

SESSION DETAILS

Let's look at the Girl Scout Leadership Experience (GSLE). This is the heart of the Girl Scout Program.

- **Why.** The following addresses the why of the GSLE.
- **Ask.** What do you think comes to mind, for the public when they think of Girl Scouting?
 - Possible responses: Cookies, camping, crafts, badge work, etc.
- **Suggest.** Wouldn't it be great if the first response that we heard were not the 3 "Cs" we just mentioned but the 3 "Cs" in our Mission statement. "Girl Scouts builds girls of *courage, confidence* and *character* who make the world a better place."
- **State.** We now have the Girl Scout Leadership Experience that helps us achieve our Mission with Nationally defined outcomes or benefits that girls will gain/achieve from GS.
- **Say.** The Girl Scout Leadership Experience is the Girl Scout Program. It is the engine for everything that we do in Girl Scouting. So, let's take a look at it and then we can determine how each of us can bring this to life for the girls we partner with. You are going to build this model with them, from the right to the left. Start with the end, or the final outcome.
 - **Engine metaphor:** The whole GSLE is the engine and it drives everything we do in GS. Imagine the final outcome (To build girls of courage, confidence, and character who make the world a better place) as the headlight that illuminates the way we are going. The engine is fueled by the keys, Discover, Connect and Take Action activities and the 3 Processes, Girl Led, Learning by Doing and Cooperative Learning. When both types of fuel are added, the engine is chugging right along and we can see the short and long term outcomes/benefits, which are the 15 National Outcomes, coming out of the smokestack.
- **Ask.** Why would I start at the end?
 - Possible answer: When we know where we want to end up, we can determine how to get there.
- **Bring out** that Leadership in Girl Scouting is defined Discover + Connect + Take Action = Leadership.

MATERIALS NEEDED

- GSLE engine handout

JOURNEY SERIES (10 MINS)

SESSION DETAILS

The Journeys are what every Girl Scout experiences as part of the program called the Girl Scout Leadership Experience. Girl Scouts individualize their experience by adding badges and interest patches that relate to the Journey in which they are participating.

Why use the Journey? The Journey provides an adventure for the girls that has identified outcomes. The activities and processes are built in which makes it easier for the adult to partner with the girls.

Other activities such as badge work and field trips may also be used.

MATERIALS NEEDED

- Journey Roadmap
- Journey at a glance handouts (please reference the table of contents to find these documents)

JOURNEY TOOLS: FIRST 4 MEETINGS (2 MINS)

SESSION DETAILS

These meetings are a guide to help you get started on your Journey. They weave in Girl Scout traditions with the new Journey content. They reference both the girl guide and adult guide, so please feel free to reference the pages and incorporate any of your own ideas. These 4 meetings are a great starting point and will help you have a nice structure for the rest of your meetings.

MATERIALS NEEDED

- First 4 Meetings

JOURNEY TOOLS: ACTIVITY WORKSHEET AND SAMPLES (5 MINS)

SESSION DETAILS

This worksheet is a tool that can help plan out your meetings and enhance the activities from the Journey books. It may take you longer than one session to complete all activities listed in the worksheet. It is more of a framework to help you put all the pieces together. Let's go over it together. Please pass around both the blank and sample worksheet.

- The first row is a Journey activity. This is for you/girls to find an activity from the Journey books that interest them.
- The second row enables you to find a badge that works with the Journey activity that you just picked.
- The third row allows you to incorporate a craft that goes well with both the Journey and badge. This craft will most likely come from the badge requirements. So doing it will help complete both the Journey and the badge. Feel to be creative and do our own craft too!
- The fourth row is a field trip. You can use a whole meeting for a field trip to bring the Journey to life. Field trip suggestions can come from either the Journey and or the badge requirements.
- The fifth row lets you pick out traditions that are near and dear to Girl Scouts. Please reference the adult guide and/or the first 4 meetings for some tradition ideas.

You'll also notice there are 5 columns that will help you organize the meeting and what supplies you will need.

- The first column helps you determine exactly what you are going to do for each row.
- The second column, helps you determine which key (discover, connect, take action), the activity corresponds to.
- The third column helps you to keep track of what award (Journey or badge) the girls are working towards.
- The fourth column is for any notes or descriptions that you would like to give to yourself to help you get the activity done.
- The fifth column allows you to list any of the materials that you will need.

MATERIALS NEEDED

- Journey Activity Worksheet and Sample

FILL IN OUR OWN WORKSHEET (5 MINS)

SESSION DETAILS

Now it is the volunteer's time to practice filling in the Activity worksheet! Give them a minute or two to share with others.

JOURNEY TOOLS: AWARD CHART (3 MINS)

SESSION DETAILS

These are here to help you keep track of all awards in the Journey and what it takes to earn them. There are sheets for each set of Journeys.

JOURNEY TOOLS: TAKE ACTION WORKSHEET (2 MINS)

SESSION DETAILS

This handout explains the difference between a Take Action Project and a Community Service Project. The biggest difference between a Community Service Project and a Take Action Project is its sustainability and measurability.

On the back is a worksheet which gives troops the opportunity the practice making a Community Service Project into a Take Action Project.

JOURNEY TOOLS: GLOSSARY (2 MINS)

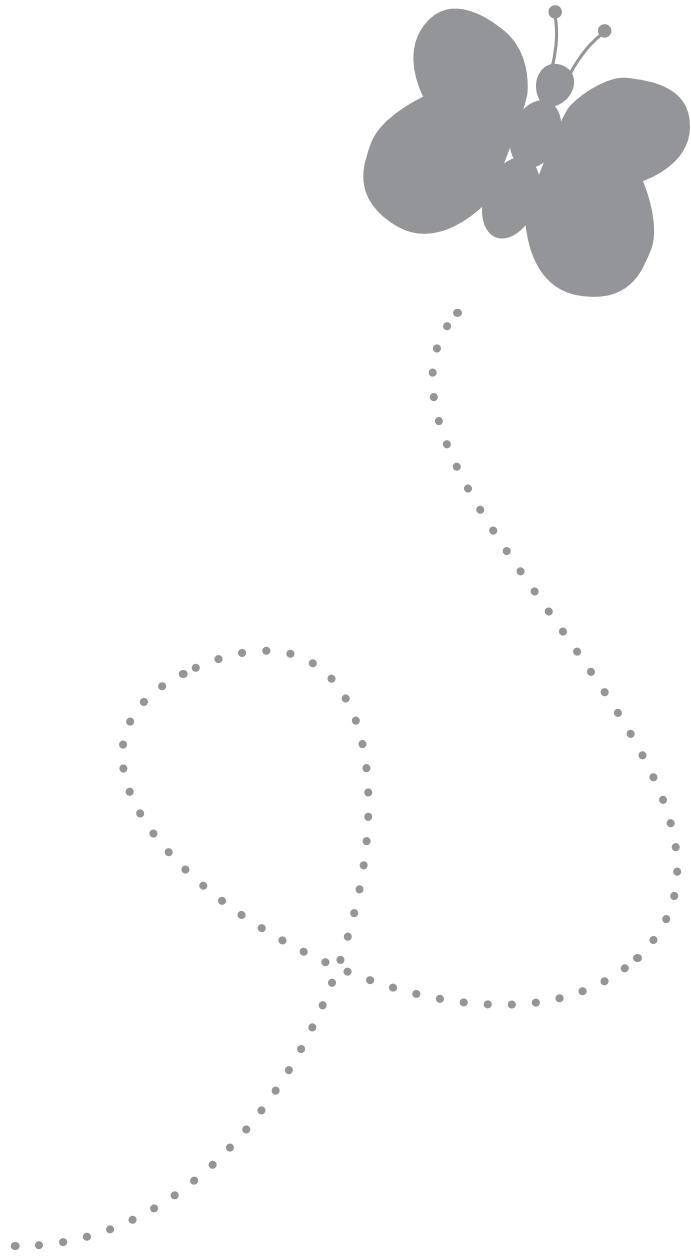
SESSION DETAILS

This glossary compiles all Girl Scout terms in an easy to read fashion.

QUESTIONS (10 MINS)

SESSION DETAILS

Leave this time for any unanswered questions.



Welcome to Girl Scout Daisies



You will find 8 sample meetings, 4 for each Journey Series. The purpose of these sample meetings is to help you get started with your Girl Scout Daisy troop. The sample meetings follow a typical Girl Scout meeting format. Yet, remember, if the meetings are truly girl led, your meetings may look a little different.

In each set of sample meetings, the Girl Scout Journeys, *Welcome to the Daisy Flower Garden* and *Between Earth and Sky* are featured. Prior to the first meeting, let the Daisy's family know where to obtain the Daisy Journey Book you will be doing with the girls. It is important that each girl have her own book, so she can write and color in it.

These sample meetings will show you how to do a Journey, following a typical Girl Scout meeting structure. Feel free to also use the Journey Activity worksheet to help you and the girls plan out the meetings.

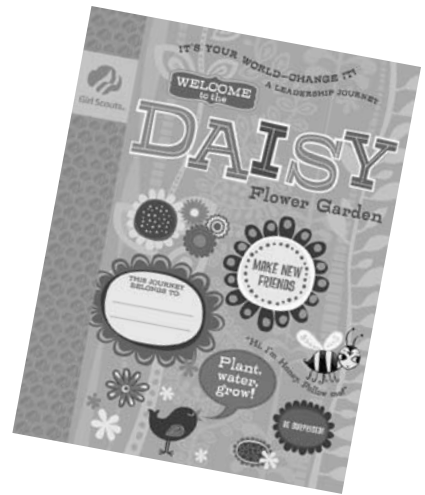
Your adult guide for each Journey provides 5 Sample Sessions. You and your girls may decide to do all of the activities in one session during one meeting time. In the sample meetings that follow you will see how the sessions could be extended over several meetings and include additional activities as well.

So, get ready, grab the girl and adult book for your Journey and have fun with your Girl Scout Daisies!



IT'S YOUR WORLD— CHANGE IT!

Daisy—Daisy Flower Garden



BASIC DESCRIPTION

- Girls learn about the Girl Scout Law through the *Daisy Flower Garden* plants. Listed below are each plant in the garden and which part of the Law it represents along with where that particular plant originated from.
 - **Daisy** white daisy
 - **Lupe** a blue lupine, honest and fair; Texas, Minnesota, Maine
 - **Sunny** yellow sunflower, friendly and helpful; Great Britain
 - **Zinni** spring green zinnia, considerate and caring; Mexico
 - **Tula** a red tulip, courageous and strong; Holland and Iran
 - **Mari** orange marigold, responsible for what she says and does; Africa and France
 - **Gloria** a purple morning glory, respects herself and others; California, South America and Asia
 - **Gerri** a magenta geranium, respects authority; Virginia and Greece
 - **Clover** green ground cover with white flowers, use resources wisely; all over the world
 - **Rosie** a rose, make the world a better place; native of America
 - **Vi** a violet-colored violet, a sister to every Girl Scout; Australia
- Leaders are encouraged to read the story to the girls
- Use the story's teachable moments to talk to the girls
- While learning the Promise and Law, girls share about themselves
- Incorporates Girl Scout traditions as girls learn GS sign, handshake and friendship circle

WHAT DO THEY EARN AND HOW DO THEY EARN THEM?

- Watering Can Award
 - Represents girls being responsible for what they say and do
 - Earn it by taking care of their mini garden and beginning to understand the Promise and Law
 - Normally earned in session 3
- Golden Honey Bee Award
 - Represents taking action in a big or small way to make the world a better place
 - Earn it by completing a planting or growing project in their community
 - Normally earned around session 5

- Amazing Daisy Award
 - Represents knowing and living by the Promise and Law
 - Earn it by making the Promise to live by the Law
 - Normally earned at the closing party where they can say the Promise and Law from memory

PETAL CONNECTIONS

One suggestion would be that this Journey is combined with the completion of Petals during the first year of the Daisy program. The Petals can be interspersed throughout the Journey. Troops can start by reading the story in the Journey and as they complete the Journey book, spend time on each of the Petals.

POSSIBLE FIELD TRIP AND COMMUNITY PARTNERS

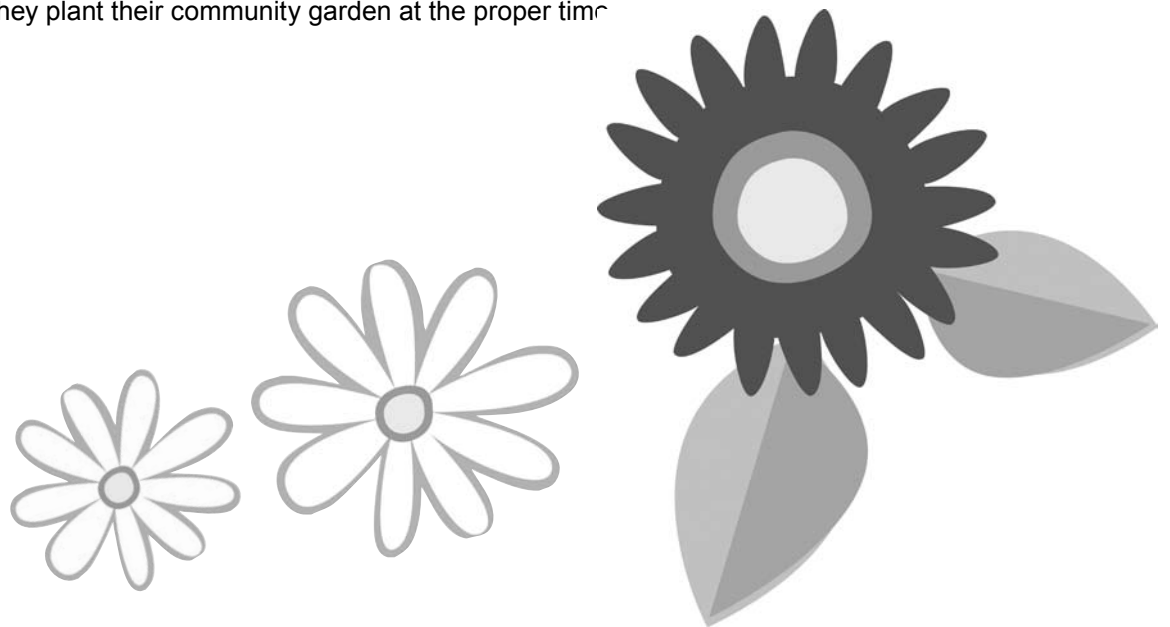
- Community or master gardeners
- Florists
- Plant nurseries

ADDITIONAL PROGRAMMING IDEAS FOR TROOP MEETINGS

- Create a family worm composting box
- Promote recycling at troop meetings
- Create a time capsule or write notes to future troops
- Tea or garden party at bridging or when girls complete Journey
- Plant mini-gardens to take care of at each meeting
- Learn about other countries – learn the language (hello/goodbye), have someone visit from another country

OTHER THOUGHTS OR HELPFUL HINTS

- Pick flowers that can easily grow
- Have each girl only plant one plant—makes for easier transportation
- With our growing season, the timing of the Journey might need to be stretched out over the whole year so they plant their community garden at the proper time



Girl Scout Daisy Sample Meeting 1

(60 minutes)

GOAL:

To get to know one another, learn basic Girl Scout values and dive into the Daisy story.

SUPPLIES NEEDED

- Photocopies of pages 8, 10, & 12 in the girls' book
- Crayons and/or colored pencils
- An "It" and "Other" can (2 empty coffee cans)
- Wide craft sticks
- Girl Scout Promise on large easel paper
- Healthy snack (optional)
- *Welcome to the Daisy Flower Garden*, girl and adult guidebook

PRE-MEETING

Lay out the photocopies and crayons/pencils crayons.

ARRIVAL ACTIVITY

When girls begin to arrive, have them color and decorate the "Color Me" photos found in the girls' book on pages, 8, 10, & 12. The "Color Me" pictures are of "The Garden Girls"—Chandra, Cora and Campbell, who will help them along their journey. With the help from an adult, girls may read more about each Garden Girl below their picture.

SNACK

Girls may choose to have their snack whenever they would like. You may ask for help from each parent to rotate bringing the snacks, you may bring the snack for all girls, or you may leave it up to each girl to bring in their own snack.

OPENING

Start the meeting by gathering all girls in a circle—this is also called a Daisy Circle. The Daisy Circle symbolizes the opening of each meeting and the girls will understand that business is discussed. Before sitting down for troop business, teach the girls the 1-2-3 Hello game. You and the girls join hands in a circle and say 1-2-3 while walking towards the center. As you walk toward the center say "Hello Daisy Girl Scouts." Walk back and repeat 2 times, with enthusiasm. Instead of 1-2-3 hello, you may teach and sing or say Sandy's Song for Girl Scout Daisies, page 5 of the girls' book or page 75 of the adult book. Once opening is complete, have girls sit down in their Daisy Circle.

BUSINESS

Begin by introducing yourself and have co-leaders/troop committee members introduce themselves. Ask the girls to say their name and one thing about themselves they want all the girls to know. Give them an example. "Hi, my name is Amy and I like to sing." This would be a good time to introduce the Girl Scout Quiet Sign. The Girl Scout Quiet Sign is when the leader raises their right hand above their head. By using the Quiet Sign, it is a signal to the girls to raise their hand and begin to get quiet as something important is coming. Once completed, introduce the Girl Scout Promise. For the Promise and explanation please see page 37 of the adult guide. It would be great to have this written on a large piece of easel paper for the girls to see while repeating the Promise after you. Use page 6 of the girls' book and/or pages 24 and 25 of the adult guide to introduce the girls to Juliette Low, the first

Girl Scout Daisy. Pages 24 and 25 of the adult guide also contain more Girl Scout history and traditions that can be worked into any of the sample meetings.

ACTIVITY 1

Introduce the Journey, *Welcome to the Daisy Flower Garden*, to the girls. Let them know they are going on a wonderful journey and will learn all about Girl Scouting along the way with the help of 3 friends—"The Garden Girls." Ask each girl to share their colored pictures from the arrival activity of "The Garden Girls—Cora, Campbell and Chandra." Ask them,

"Look at the pictures, what can we tell about them?" For example, look at Cora. She likes music. Ask them, who likes music in our Girl Scout troop?" See pages 40 and 41 of the adult guide for further questions to ask the girls. Once every girl has had a turn to share, read Chapter 1, pages 17-19 of the girls' book, to the girls.

ACTIVITY 2

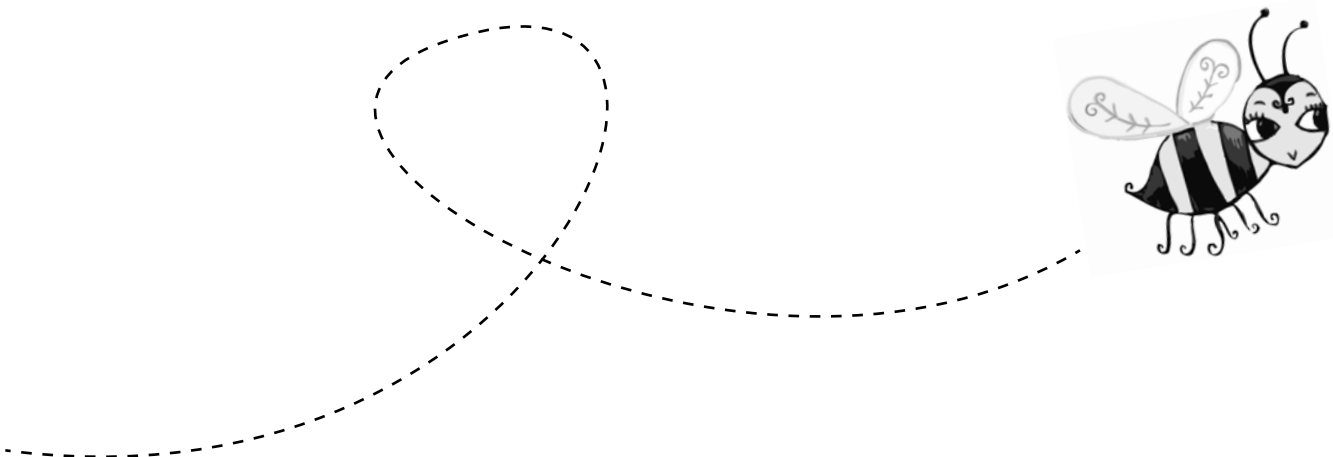
Let the girls get creative and decorate "It" and "Other" cans. Please see the glossary for an explanation for "It" and "Other" cans. Give each girl a wide craft stick to decorate and help her put her name on it. Have two cans the girls can help decorate. When a "helper" is needed a stick is drawn from the "It" can and then after the task is finished the stick goes in the "Other" can.

CLEAN-UP

Have all girls participate in cleaning up. Remember, Girl Scouts leave their space cleaner than how they found it! Encourage girls for a job well done cleaning up!

CLOSING

Close the meeting with the Friendship Circle, a long standing tradition in Girl Scouting. Please reference page 45 in the adult guide for more information on how a Friendship Circle is done.



Girl Scout Daisy Sample Meeting 2

60 minutes

GOAL

Girls begin to plant their mini garden, while developing their ability to see that throughout the world, people & plants have unique identities.

SUPPLIES NEEDED

- Basil seeds/seeds for leaf lettuce, or citrus seeds
- gardening container for each pair of girls
- lightweight watering can for each pair of girls
- 2 sheets of easel paper with the Girl Scout Promise and The Law
- “All About Me”, page 9 in girls book or photocopies
- Crayons/colored pencils
- Wide craft sticks
- Healthy snack (optional)
- *Welcome to the Daisy Flower Garden*, girl and adult book

PRE-MEETING

Have the crayons and/or colored pencils ready go before girls arrive.

ARRIVAL ACTIVITY

Have girls draw and fill in the “All About Me” worksheet.

SNACK

Encourage healthy snacks!

OPENING

Have girls for a Daisy Circle. Welcome them and ask them if anyone knows how to say “hello” in another language. Tell them Cora, one of “The Garden Friends” speaks Spanish. Teach the girls to say “hola” and reference page 50 of the adult guide for further information. Have each girl say hola to one another, and then recite the Girl Scout Promise together. Option: have the girls share their “All About Me” pictures. Ask them if they would like to create a poster with all of these pictures on it.

BUSINESS

Still sitting in the Daisy Circle, take care of any unfinished business that may have been left over from the last meeting. Begin talking to the girls about an Investiture ceremony. Explain to the girls what this is and how they will help plan the ceremony. Also let the girls know this is where they will receive their Girl Scout Daisy pin—it might be a nice idea to show the pin to them! Next, teach the girls the Girl Scout sign which is found on page 50 of the adult guide.

ACTIVITY 1

With the help from you and troop committee members, girls will create their own garden. Reference page 42 of the adult guide for complete instructions on how to plant a mini garden. Have each pair of girls decorate a wide craft stick as a plant marker so they will know which plant is theirs. Help if needed with writing their names.

ACTIVITY 2

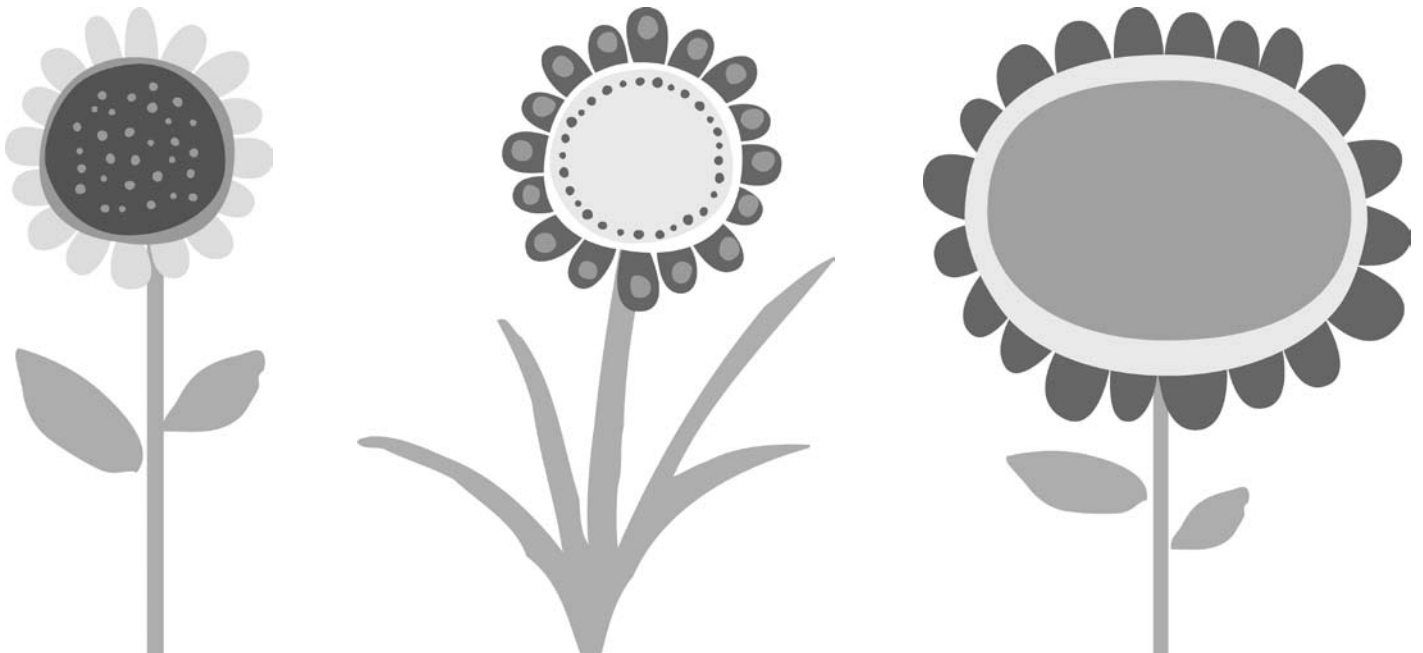
Play the game “Daisy Circle, Garden Style”, found on page 44 of the adult guide. This is a game where girls will re-enact different critters found in a garden. **Note:** Be sensitive to different abilities and make adaptations as needed.

CLEAN-UP

You might want to draw a name from the “It” can and let this girl be the “leader” of the clean-up. At the same time encourage all of the girls to be part of the clean up process.

CLOSING

In the Girl Scout Daisy Circle, encourage the girls share their Journey book with family members. Have them look at page 11 and suggest that they have someone help them with this activity. Close the troop meeting with the Friendship Circle.



Girl Scout Daisy Sample Meeting 3

60 minutes

GOAL

To create initial plans and invitations for the girls' investiture ceremony.

An investiture ceremony is where a girl or adult is welcomed into Girl Scouting.

SUPPLIES NEEDED

- Copies of "Me and My World" from the girls book on page 13
- Crayons or slim markers
- Girl Scout Promise on a big piece of paper
- Healthy snack (optional)
- Invitations to the investiture the girls can personalize/decorate
- Stickers, scrap fabric and ribbon for invitations
- A Girl Scout Daisy pin
- *Welcome to the Daisy Flower Garden*, girl and adult book

PRE-MEETING

Set up the arrival activity and organize the supplies for the girls to personalize/decorate the invitations.

ARRIVAL ACTIVITY

Have girls color and fill in the "Me and My World" activity and help if needed.

SNACK

Encourage healthy snacks! Check with the girls to determine if they want to continue to having their snack at the beginning of their meeting or at the end.

OPENING & BUSINESS

Gather in a Daisy Circle and begin with the 1-2-3 Hello game making sure a girl leads the game. Recite the Promise and discuss any old or future business. Show them the Daisy GS pin and ask if they know what a ceremony is. Let the girls know there will be a ceremony in which they will receive this pin very soon. Give the girls some suggestions on things they might want to include in their ceremony. For example, will there be food and if so, what kind or will there be decorations or songs like Sandy's Song for Daisies. After giving the some feasible choices, have them put in their suggestions and decide as a group on what the ceremony will look like.

ACTIVITY 1

Have girls color/decorate their investiture invitations.

ACTIVITY 2

Have plant buddies water their plant together and check the progress of the plant. Meet back in a Daisy Circle to discuss the changes with the plants.

ACTIVITY 3

If it is nice outside, try the Outdoor Sights game found on page 46 of the adult guide. If you cannot go outside, play Daisy to Daisy, a fun interactive game to release some energy. Please see the glossary for detailed instructions.

CLEAN-UP

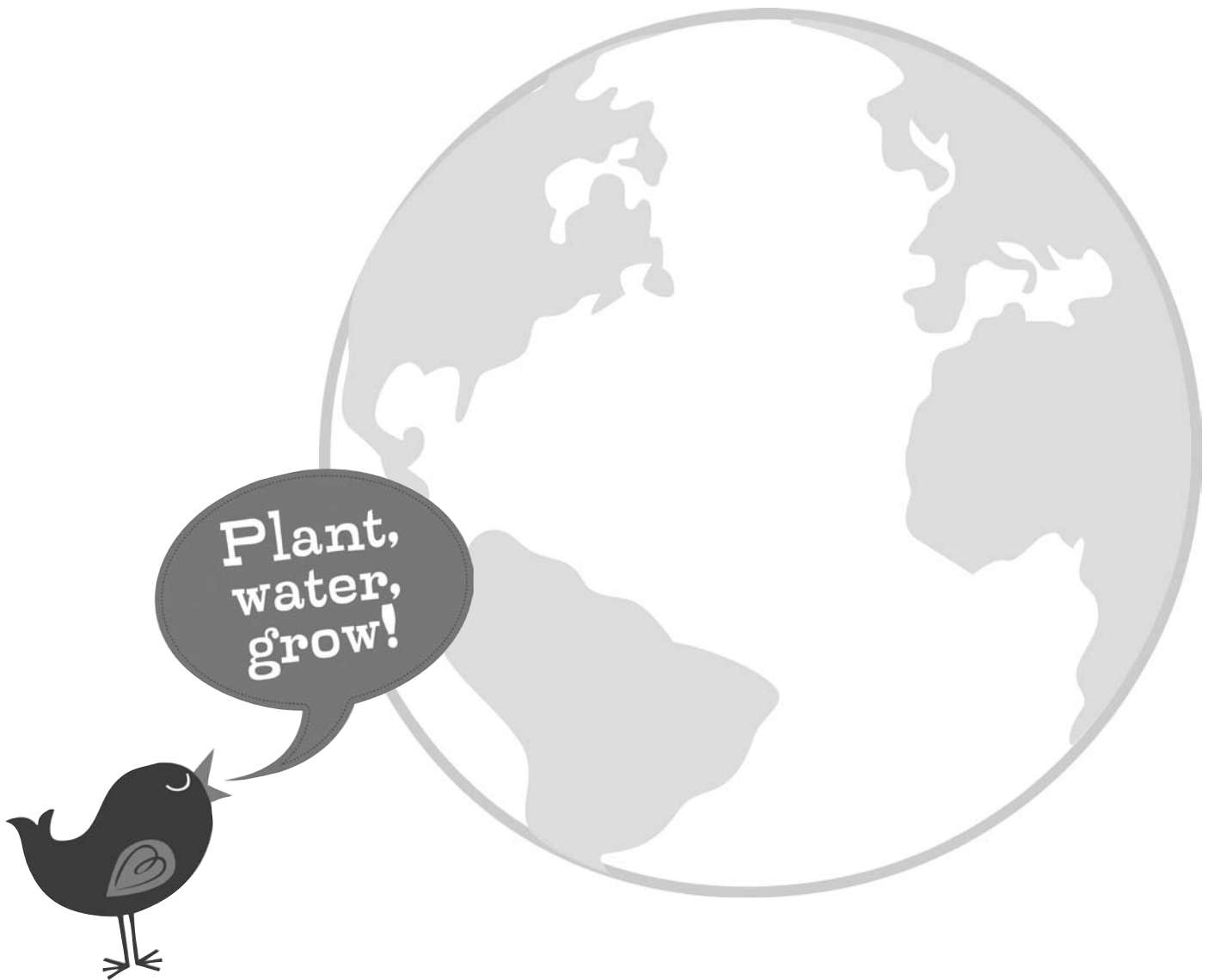
Encourage all of the girls to participate and leave the room cleaner than how they found it.

CLOSING

Form a Friendship Circle. Try singing together. “Good night Daisies” to the tune of Good Night Ladies.

Good night Daisies.
Good night Daisies.
Good night Daisies.
We’re sad to see you go.

Do the Friendship squeeze and tell them you will see them next meeting.



Girl Scout Daisy Sample Meeting 4

60 Minutes

GOAL

Girls will discover how Girl Scout values are part of their daily lives and how to do a basic flag ceremony.

SUPPLIES NEEDED

- A small Girl Scout and/or American flag
- Large piece of paper and markers and crayons
- Healthy snack (optional)
- *Welcome to the Daisy Flower Garden*, girl and adult book

PRE-MEETING

On a large space lay out the paper, markers and crayons.

ARRIVAL ACTIVITY

Have the girls decorate a “Welcome” poster for their parents for their investiture the following meeting. Girls can put anything they like on this welcome poster including their name, what they like about Girl Scouts, or what they have learned over the past 4 meetings.

SNACK

Encourage healthy treats.

OPENING

Form a Daisy Circle and draw a name out of the “It” can This girl will hold the flag so everyone can see the flag. If you have more than one flag, pull another name for the “It” can. Demonstrate to the girls how everyone is to stand with their hand over their heart. Recite the Pledge of Allegiance, which the girls may or may not know. If they do not know the Pledge of Allegiance, teach it to them. It might be handy to have the words written on a large piece of easel paper so the girls can visually see the words. Practice the Pledge of Allegiance a few times. Have the girls recite the Promise while doing the Girl Scout sign. You and your troop have now completed a basic flag ceremony.

BUSINESS

Have the girls practice their Investiture opening. The Investiture opening could included a flag ceremony, the Girl Scout Promise and sign, or Girl Scout song. Whatever the girls agreed upon in the last meeting should be included in their investiture opening.

ACTIVITY 1

Have plant buddies water their plant together and check the progress of the plant.

ACTIVITY 2

Have the girls sit in a Daisy Circle and read the next chapter in the *Amazing Daisy Story*, pages 23-30, of the girl book. Then try the questions on page 52, of the adult guide.

ACTIVITY 3

Have girls play the Garden Scamper game found on page 53 of the adult guide. If it is nice outside, take them out and play the game!

CLEAN-UP

Have all girls participate in cleaning up and remind them that Daisies leave a place cleaner than they found it. How can they do that?

CLOSING

Form a Daisy circle and draw a name out of the “It” can. Let that girl decide how they would like to close their Daisy meeting. Remind the girls next meeting they will have their Investiture Ceremony.



It's your planet → LOVE IT!

Daisy—Between Earth and Sky



BASIC DESCRIPTION

- The flowers introduced in It's Your World—Change it! go on a cross country road trip to Maine, Pittsburgh, Wisconsin, the Great Salt Lake, Arizona, California and Alaska
- Girls explore the beauty of nature in new places as well as their home
- Learn about various seeds and plants including their benefits, problems they cause, things that are endangering them, and their living conditions
- Highlights women in careers that protect the environment
- Reviews the parts of the Girl Scout Law

WHAT DO THEY EARN AND HOW DO THEY EARN THEM?

- The Blue Bucket Award
 - Encourages girls to become aware of their feelings and the feelings of those around them.
 - Also encourages them to develop good relationship skills.
 - To earn, the girls:
 - Tell one another about their feelings and the feelings of those around them
 - Take part in role-playing activities that encourages them to resolve conflicts, negotiate and be considerate of others
 - Steps to earning this award are built into sample sessions 1–3
- The Firefly Award
 - Girls recognize and develop their skills and then choose a skill they will educate and inspire others about.
 - To earn, the girls:
 - Think about and talk about their own skills and those of their sister Daisies
 - Choose a skill that they can teach other, either at home or in their community
 - Steps to earn this award are built into sample sessions 4–6

- The Clover Award
 - Girls team up to protect a natural treasure in their region.
 - To earn, girls:
 - Learn about and commit to protecting a natural treasure in their region
 - Educate and inspire others in their community to join with them to protect the local treasure
 - Suggestions for projects are on pages 82–83 of the leader guide
 - Girls complete their project in sample sessions 7–9

PETAL CONNECTIONS

Girls review the Girl Scout Law throughout this Journey. Even if a majority of your troop has earned the Petals, you could help new girls earn them while completing this Journey. Page 30 of the leader guide has some great questions about It's Your World—Change it! that could be used to help the girls remember the first Journey.

POSSIBLE FIELD TRIPS OR COMMUNITY PARTNERS

- Community or master gardeners
- Plant nurseries
- State Parks
- Nature centers
- Zoos
- Natural History Museums

ADDITIONAL PROGRAMMING IDEAS FOR TROOP MEETINGS

- Floating items in tap water or salt water
- Visit various nature sites in your area—see examples of local plants and natural landmarks
- Have a map of the United States and let the girls plot the road trip as they read the story
- Have girls share pictures or describe their favorite family trip or vacation
- Have girls design their own “smart” cars
- Complete activities related to Leave No Trace principles

OTHER THOUGHTS OR HELPFUL HINTS

- This is a story book with discussion questions. Possibly read the story at the troop meeting and use some of the discussion questions. The girls could then complete an activity related to that part of the road trip. You could also get guest readers to help during each meeting—either other parents or older girls.
- Various aspects of STEM programming is built into this Journey—encourage girls to take a side trip to further explore this area
- This is a 10-session Journey

Girl Scout Daisy Sample Meeting 1

60 minutes

GOAL

To get to know one another, learn basic Girl Scout values and dive into the Daisy story.

SUPPLIES NEEDED

- Container the girls will use to create their blue bucket
- Cardboard or paper for their luggage tags
- Crayons and/or colored pencils; art supplies
- Girl Scout Promise on large easel paper
- Healthy snack (optional)
- *Between Earth and Sky*, girl and adult guidebook
- If you are staying inside for the second activity, collect some nature objects.

PRE-MEETING

Lay out the bucket(s) and art supplies to decorate. If you are staying inside for the second activity, spread the natural objects around your meeting space.

ARRIVAL ACTIVITY

Throughout the Journey the girls will be reflecting on what they are doing, what they are learning and how they feel about it all. As an arrival activity, have the girls decorate their very own Blue Bucket where they can store all of their thoughts as they travel on the Journey so they can look back at them at the end of the year. Each girl can create her own bucket, or they can create one for the whole group. If each girl has her own book, you can ask them to look through it before the meeting starts.

SNACK

Girls may choose to have their snack whenever they would like. You may ask for help from each parent to rotate bringing the snacks, you may bring the snack for all girls, or you may leave it up to each girl to bring in their own snack.

OPENING

Start the meeting by gathering all girls in a circle—this is also called a Daisy Circle. The Daisy Circle symbolizes the opening of each meeting and the girls will understand that business is discussed. If your group is new to Girl Scouting, begin by introducing yourself and have co-leaders/troop committee members introduce themselves. Ask each girl to say her name and how she feels today. Give them an example. “Hi, my name is Katie and I feel excited today.” If your group already knows one another, go around the circle and ask each girl to say how she has been feeling since the group last got together. Once opening is complete, have girls sit down in their Daisy Circle.

BUSINESS

This is a great time to introduce the girls to the new Journey they will be going on, “*Between Earth and Sky*.” You can let them know that in the story they will be going on a trip across the country learning lots of new things with the flower friends. The story is called “A Road Trip to Remember” and one of the things they’ll learn is how to say “Have a great trip” in many languages. Let the girls know that next they are going to make luggage tags that they can decorate with the phrase “have a good trip” in all the languages they learn. Still sitting in the Daisy circle, hand out the cardboard or paper and crayons so they can start to decorate!

ACTIVITY 1

Introduce the Journey, *Between Earth and Sky*, to the girls by reading the short introduction on page 5 of the girl book. Let them know they will be traveling through a story and that the story is make believe so they won't need any suitcases at all; they just need to listen closely and enjoy everything that happens to the flowers on their trip. They will also get to enjoy all that is *Between Earth and Sky* by going outdoors, just like the flower friends! Now is also a great time to start a discussion about what traveling the girls have done and where else they would like to go. Please see page 45 of the adult guide for some suggested questions.

ACTIVITY 2

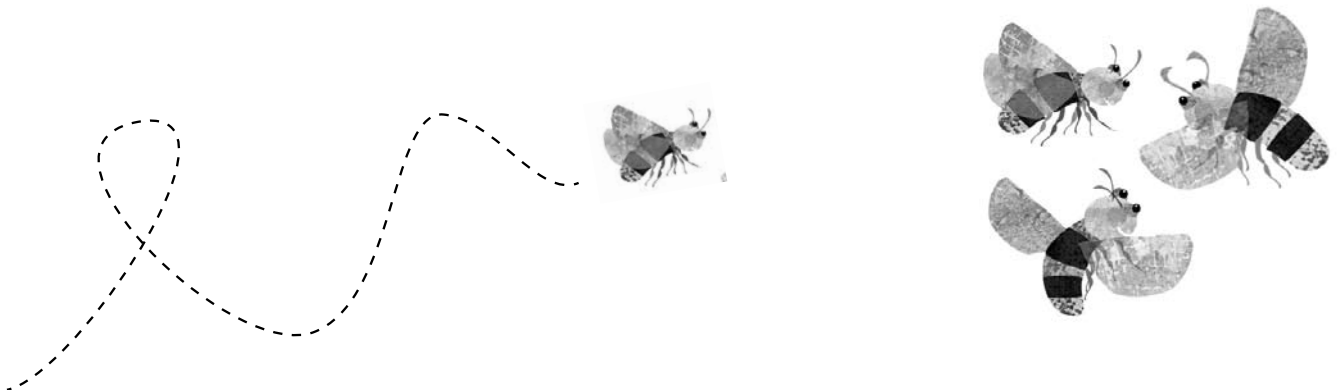
Now, let the girls "take a walk." You can do this activity outdoors or inside, depending on your meeting space. In this activity, the girls are going to collect one natural item. The only catch is they must all collect the same type of item. So, the girls are going to have to make a group decision about what to collect. Once they make their choice, give them five or ten minutes to go outside (or look around the meeting space) to collect their item. Once they return, have them sketch their item using crayons and paper. When the sketches are done, have them sit in a circle with their sketches in front of them and their objects in the center of the circle. Now, ask them to try to match the sketch to the real thing! For some discussion questions and more detailed directions for this activity, please see page 47 of the adult guide.

CLEAN-UP

Have all girls participate in cleaning up. Remember, Girl Scouts leave their space cleaner than how they found it! Encourage girls for a job well done cleaning up!

CLOSING

Close the meeting by bringing the girls back into their Daisy circle. Invite them to go around the circle and say how they're feeling after this first session, write it on a piece of paper and put it in the Blue Bucket they decorated earlier. Once everyone has spoken, have the girls stand up and to end their time together with a Friendship Circle and a friendship squeeze, a long standing tradition in Girl Scouting.



Girl Scout Daisy Sample Meeting 2

60 minutes

GOAL

Girls continue to explore what makes them unique as they start to consider the feelings of their sister Daisies and expand their knowledge of shapes in nature.

SUPPLIES NEEDED

- The girls' Blue Bucket
- Crayons and/or colored pencils; art supplies
- Healthy snack (optional)
- *Between Earth and Sky*, girl and adult guidebook
- Recyclables for the second activity

PRE-MEETING

Organize your recyclables for the second activity and make sure that the girls' luggage tags are ready.

ARRIVAL ACTIVITY

As the girls arrive, ask them to do the activities on pages 20 and 21 of their book.

SNACK

Girls may choose to have their snack whenever they would like. You may ask for help from each parent to rotate bringing the snacks, you may bring the snack for all girls, or you may leave it up to each girl to bring in their own snack.

OPENING

Start the meeting by gathering all girls in their Daisy Circle. Have the girls say the Girl Scout Promise while making the Girl Scout Sign. This is a great opportunity to introduce the Rededication or Investiture ceremony. Explain that what the girls just did is called a ceremony and in a few meetings they are going to have another ceremony that they get to plan. Ask for a few ideas about what they would like to do and let them know that we will do more planning later.

Tip: If your group is a mix of new and returning Daisies, ask the returning girls to teach the new girls the Promise and what it means.

BUSINESS

Still sitting in the Daisy circle, take care of any unfinished business like collecting dues if your troop chooses to. This is also a great time to let the girls know that they have a very special job today. It is their job to pay close attention to the way the girl on her right feels throughout the meeting. Does she feel happy? Sad? Tired? At the end of the meeting, you will say how you thought she was feeling and she'll tell you if you're right!

ACTIVITY 1

Today is the day to dip into the flower friends' story! The first chapter of the story, "Lupe's Powder-Blue Pedal-Power Car" starts on page 6 of the girls' book. Today, you are only going to read half of the story; stop at page 12 when Lupe says "I'm getting ready for a road trip." You can read the whole story or assign some helpers. Once you are done, turn back to pages 10 and 11 to show the girls Lupe's car. Then, you can get a discussion going about all of its special features by asking some of the suggested questions on page 52 of the adult guide.

ACTIVITY 2

Seeing Lupe's creative flower car might get the girls thinking about creating their own car. For this activity, the girls can spend some time drawing their own car creation. Then, with some recycled materials, they can make their drawing come to life.

Tip: ask parents or the girls themselves to bring in some of their recycling for this activity.

CLEAN-UP

Have all girls participate in cleaning up. Remember, Girl Scouts leave their space cleaner than how they found it! Encourage girls for a job well done cleaning up!

CLOSING

Now is the time to finish the activity you talked about when you discussed business at the beginning of the meeting. Ask the girls to gather in their Daisy circle in the same order they were in for the opening Daisy Circle. Then, go around the circle and ask each girl to say how she thought the girl on her right was feeling today. Have the girls write the feelings on pieces of paper and add them to your Blue Bucket. Finish your meeting with a friendship squeeze and let them know you look forward to seeing them again at the next meeting.



Girl Scout Daisy Sample Meeting 3

60 minutes

GOAL

The girls continue to explore their feelings and how they can differ from one girl to another so they can earn their Blue Bucket Award. They also explore how plants grow in nature.

SUPPLIES NEEDED

- The girls' Blue Bucket
- The girls' luggage tags
- Invitations for the arrival activity
- Crayons and/or colored pencils; art supplies
- A slightly droopy plant that the girls can water
- *Between Earth and Sky*, girl and adult guidebook

PRE-MEETING

Place your plant and some water on a table where you can easily get to it. Prepare your vegetables or drawings for the snack activity. Organize the girls' luggage tags and art supplies.

ARRIVAL ACTIVITY

As the girls arrive, hand them each an invitation to the Rededication or Investiture ceremony and ask them to decorate them and give to their guests.

OPENING

Start the meeting by gathering all girls in their Daisy Circle. Pass out the girls' luggage tags and let them know that today they will be able to continue decorating their tag with "have a great trip!" in French and Turkish. Teach the girls that "Have a great trip" in both languages is Bon Voyage! Now ask the girls to go around in the circle so each girl can say Bon Voyage to the girl on her right. Once everyone is done, have everyone say it together. Then, the girls can decorate their luggage tag.

BUSINESS

Still sitting in the Daisy circle, take care of any unfinished business like collecting dues if your troop chooses to. Here you can also let the girls know that, just like last time, they have another special job to do during this meeting. This time, you are all going to pay attention to what you and your sister Daisies say and do. See if you can find someone who is feeling like you and someone who might be feeling something different. At the end of today, we'll all tell one another what we noticed.

ACTIVITY 1

Today you are going to finish the first chapter of the flower friends' story! Ask a few of the girls to remind everyone what happened and then begin the story where you left off on page 12. When you are done reading, you can get a discussion going with some of the suggested questions on page 58 of the adult guide.



ACTIVITY 2

For this activity, the girls are going to see a plant “drinking.” Review the girls’ arrival activity (page 9 from their book) with them; go over all the parts of the plant and see if any of the girls can guess how a plant grows. If they don’t guess, let them know that one way a plant grows is by “drinking” water from its roots and point out the roots on the picture. Now, have the girls look at the plant you brought in. What do they notice? Is it droopy or limp? Once they make their observations, you can have the girls take turns watering the plant just a little, or you can do it yourself. The plant might not perk up immediately. If it doesn’t, go on to the next activity and come back later to take a look.

ACTIVITY 3

Have the girls brainstorm a little more about their ceremony. With help from you, have the girls finalize their plans and then practice (if time allows).

CLEAN-UP

Have all girls participate in cleaning up. Remember, Girl Scouts leave their space cleaner than how they found it! Encourage girls for a job well done cleaning up!

CLOSING

Ask the girls to gather together in their Daisy circle and finish the activity you introduced in the business section of the meeting: have them tell one another what feelings they noticed. Get a good discussion going about the fact that different feelings are ok. For some suggestions, please see pages 59 and 60 of your adult guide. Now let the girls know that they only have one more activity to do before they earn their first Journey award: the Blue Bucket Award! To earn the award, each girl has to go around and say what they think is the most important thing they learned so far; you can write it down and put it in the group’s blue bucket. To finish the meeting, you can award each girl her award. Let them know that this award represents their learning some good thinking and talking skills and agreeing to teach them to others.

Tip: If the girls didn’t see the plant “perk up” right away this might be a great time to walk over and check it again!



Girl Scout Daisy Sample Meeting 4

60 minutes

GOAL

The girls explore living the Girl Scout Law through favorite flower friends and expand their knowledge of seeds and how they travel as a step to understanding how vegetation can vary around the world.

SUPPLIES NEEDED

- The girls' Blue Bucket
- The girls' luggage tags
- Paper for the arrival activity
- Crayons and/or colored pencils; art supplies
- Seeds, a clear container and a fan for the activity
- *Between Earth and Sky*, girl and adult guidebook

PRE-MEETING

Prepare the art supplies for the opening activity. Lay out the seeds, container and fan for the activity.

ARRIVAL ACTIVITY

As the girls arrive, ask them to sit and draw their favorite place to visit as they wait for the rest of the group to arrive.

SNACK

Girls may choose to have their snack whenever they would like. You may ask for help from each parent to rotate bringing the snacks, you may bring the snack for all girls, or you may leave it up to each girl to bring in their own snack.

OPENING

Use this time to have the girls practice what they planned to do during the opening ceremony of their Rededication or Investiture ceremony.

BUSINESS

Still sitting in the Daisy circle, take care of any unfinished business like collecting dues if your troop chooses to.

ACTIVITY 1

Remind the girls that the last time they met they saw what happens when you water a plant and learned all about roots. Ask the girls if anyone can tell you what happened and what roots do. Now let them know that they're going to learn about more plant parts. Show them that some of the foods they eat represent all of the plant parts they learned about in the flower story. During the activity, have the girls match the parts of the plants to the foods that represent them. For example:

Flowers: broccoli and cauliflower florets
Stems: celery, asparagus, rhubarb
Leaves: lettuce, spinach, cabbage, kale
Roots: carrots, radishes, parsnip, turnips
Seeds: sunflower seeds, green beans

If you wanted to, this could be an activity that you do during snack time so that the girls can eat all of the plant parts. But, if you don't have time or the space to have bring in the real vegetables, you can use pictures or drawings instead.

ACTIVITY 2

Have the girls practice for their ceremony. Remind them that you will have it at the next meeting.

CLEAN-UP

Have all girls participate in cleaning up. Remember, Girl Scouts leave their space cleaner than how they found it! Encourage girls for a job well done cleaning up!

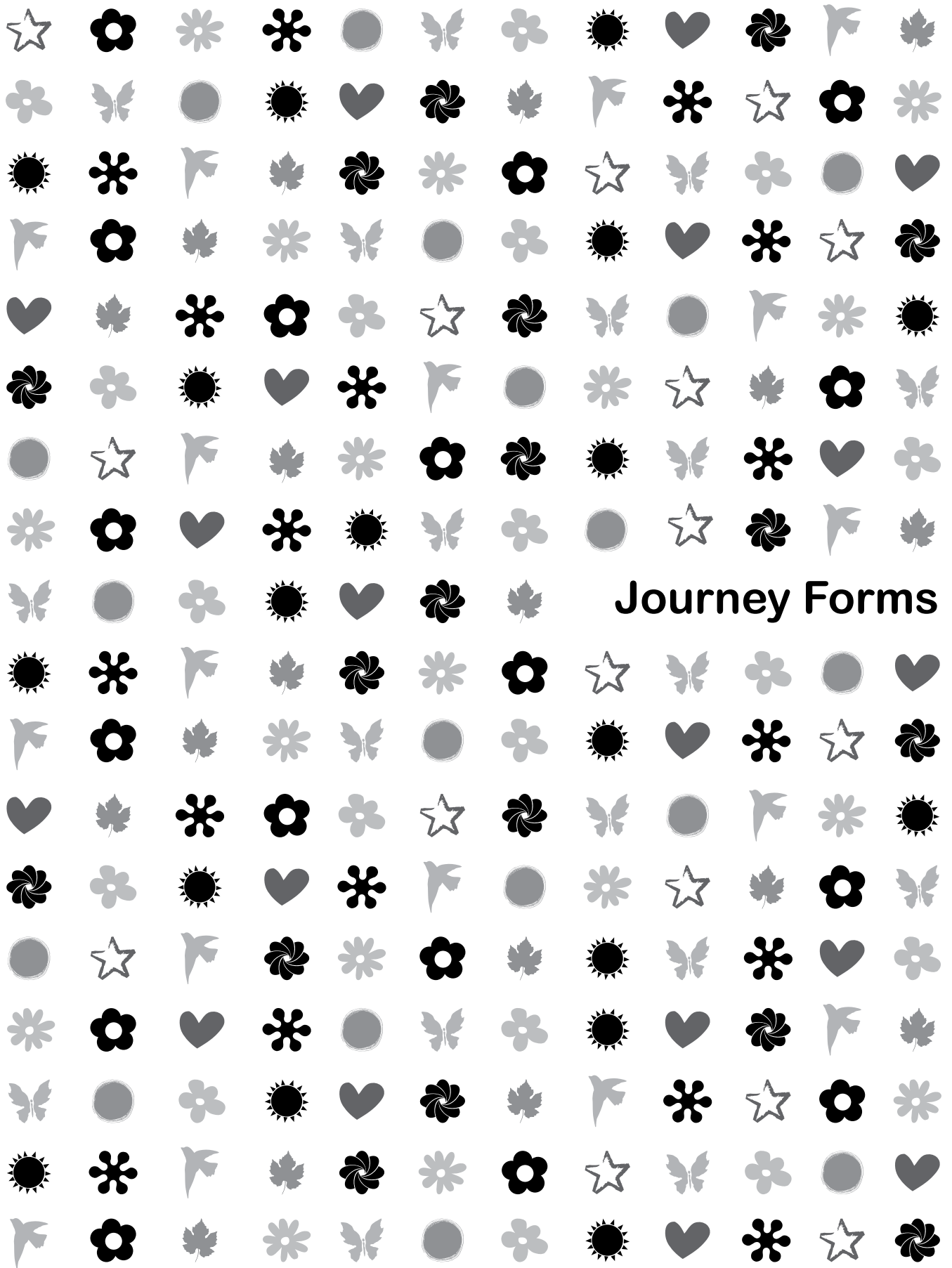
CLOSING

To close the meeting, teach the girls another Daisy tradition! Have the girls form a friendship circle and let them know that they are going to learn a new song called "Good Night Daisies." Sing the song once for them to the tune of Good Night Ladies and then have the group sing it all together.

Good night Daisies
Good night Daisies
Good night Daisies
We're sad to see you go.

In the friendship circle, have the girls do the friendship squeeze and let them know you look forward to seeing them at your next meeting.





Journey Forms

IT'S YOUR WORLD— CHANGE IT!

Daisy 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 10 of the Adult Guide.

AWARD	ACTIVITIES COMPLETED	DATE COMPLETED
Watering Can Award		
Golden Honey Bee Award		
Amazing Daisy Award		

NOTES:



Daisy Journey Awards Record

Name: _____

Troop/Group Number: _____

Fill in the date completed and activities completed. For more information and requirements on each award, please reference pages 14 & 15 of the Adult Guide. Please note that the activities listed below can be completed over the course of many meetings. The entire Journey can span your whole Girl Scout year if you choose.

AWARD	ACTIVITIES COMPLETED	DATE COMPLETED
Blue Bucket Award	Step 1.	
	Step 2.	
Firefly Award	Step 1.	
	Step 2.	
Clover Award	Step 1.	
	Step 2.	

NOTES:

IT'S YOUR WORLD— CHANGE IT!

Sample Journey Activity Worksheet

Journey Title: It's Your World—Change It! Daisy Flower Garden

Meeting Date: 6/25/10

	WHAT ARE YOU DOING FOR...?	DISCOVER, CONNECT OR TAKE ACTION?	HELPS GIRLS EARN WHICH AWARD?	DESCRIPTION	MATERIALS NEEDED
ACTIVITY FROM JOURNEY	Planting and caring for a mini-garden	Discover, Connect	Watering Can Award	Girls plant their mini-garden and care for it. While learning how to care for their garden girls are learning to be "responsible for what I say and do."	<ul style="list-style-type: none"> • Seeds • Gardening container • Potting mix and shovel • small watering can
BADGE TO MAKE THE JOURNEY ACTIVITY COME TO LIFE	Orange Petal-responsible for what I say and do	Discover, Connect	Watering Can Award	Help girls make a list of helping words—like please and thank you. Then have them make a list of hurting words. Then have them compare the two lists and discuss what words they would rather hear.	<ul style="list-style-type: none"> • Paper • Colored Pencils/markers
CRAFT	Kaper Chart	Taking Action	Watering Can Award	Girls will create a Kaper chart (or chore chart) to take home with them to help around the house for one week. Girls will help around the house doing simple chores.	<ul style="list-style-type: none"> • Paper • Colored pencils/markers
FIELD TRIP (IF TIME)	Trip to a local garden	Discover, Connect	Watering Can Award	Take a tour of a community garden or botanical garden or any garden in your neighborhood. Decide what you would plant in your own garden	<ul style="list-style-type: none"> • Transportation
SONGS OR TRADITIONS	Daisy Circle	Discover, Connect	Watering Can Award	Having girls stand in a circle and share something special about themselves	<ul style="list-style-type: none"> • None



Sample City Journey Activity Worksheet

Journey Title: It's Your Planet—Love It! Get Moving

Meeting Date: 6/25/10

ACTIVITY FROM JOURNEY	WHAT ARE YOU DOING FOR...?	DISCOVER, CONNECT OR TAKE ACTION?	HELPS GIRLS EARN WHICH AWARD?	DESCRIPTION	MATERIALS NEEDED
BADGE TO MAKE THE JOURNEY ACTIVITY COME TO LIFE	Energize Activity— Stomp in a Rain Puddle Outdoors in the City Badge* (pg 114–115 Junior Badge Book)	Discover Discover, Connect	Energize Award Energize Award	Girls get together to make a list of fun things to do that use a lot of energy individually or as a group and then decide on one or more to do as a group during the meeting. #1 What Can You Do? Are there other ways to have outdoor fun in your city? By answering that question and doing the Energize activity above, you will complete this first badge requirement! #4 Do you Double-Dutch? Maybe suggest double-dutch as an activity to do for the Energize activity. Have the girls learn how and then they'll complete this badge requirement.	<ul style="list-style-type: none"> • Easel to write down girls' ideas. • jump ropes • resources about outdoor activities available in the city
* You're probably not going to be able to finish a badge in one meeting, but you can keep working on the badge as you complete other parts of the Journey. For example, you can use badge requirement #8 Tackle a Community Service Project as a way to get your girls thinking about what they want their Innovate Project to be. Once you do the project you will earn the Outdoors in the City Badge and the Innovate Award for the Journey!					
CRAFT	Outdoors in the City Badge Requirement #7: Urban Art	Discover	Outdoors in the City Badge	Find a spot outside that you love and create a piece of art to let us know how you feel!	<ul style="list-style-type: none"> • Paper • Markers/Colored Pencils • Paint • Scissors
FIELD TRIP (IF TIME)	Outdoors in the City Badge Requirement #5: Group Walk #9: A City Garden Innovate Award: activity on page 103 of Girls' book.	Discover, Connect, Take Action	Outdoors in the City Badge; Innovate Award	Plan a guided walk through the community with your group. Are there sites in your area that are really interesting? Put them on your route! If you want, invite other people on your tour too and you can do an Innovate Award step as well! Stop by a community garden on your walk too and volunteer to help during your next meeting time. If you do, you'll earn badge requirement #9!	<ul style="list-style-type: none"> • Your Walking Shoes!
SONGS OR TRADITIONS	Friendship Circle	Connect	None	During all of these activities, you learned about a special friend: our environment! Do a friendship circle with your Girl Scout friends to end your meeting.	



Sample Outdoor Journey Activity Worksheet

Journey Title: It's Your Planet—Love It! Get Moving

Meeting Date: 6/25/10

ACTIVITY FROM JOURNEY	WHAT ARE YOU DOING FOR...?	DISCOVER, CONNECT OR TAKE ACTION?	HELPS GIRLS EARN WHICH AWARD?	DESCRIPTION	MATERIALS NEEDED
BADGE TO MAKE THE JOURNEY ACTIVITY COME TO LIFE	Energize Activity—Stomp in a Rain Puddle Outdoor Creativity Badge* (pg 110-111 Junior Badge Book)	Discover Discover, Connect	Energize Award Energize Award	Girls get together to make a list of fun things to do that use a lot of energy individually or as a group and then decide on one or more to do as a group during the meeting. #1 Many ways to be creative: After the girls spend some time outside doing fun stuff they love for the Journey Activity, they can have some quiet time to do this badge activity. #3 Nature in Three Lines: Using the picture they drew as inspiration, the girls can create a haiku! #4 Capture a Piece of Nature: before you go inside, have the girls pick a few flowers or leaves that they would like to save. Tell them they are going to do a fun craft with what they collect.	<ul style="list-style-type: none"> • Easel to write down girls' ideas. • Paper • Colored Pencils/markers • Clip Boards • Paint • Pencils • Big Book to press leaves • Newspaper • Cardboard sheets
CRAFT	#1 from Outdoor Creativity Badge: Many Ways to be Creative #4 from Outdoor Creativity Badge: Nature in Three Lines #7 from Outdoor Creativity Badge: A Garden Tour	Discover	Energize Award	Please see above	Please see above
FIELD TRIP (IF TIME)	#8 from Outdoor Creativity Badge: A Girl Scout's Own	Discover, Connect	Outdoor Creativity Badge	Take a tour of a community garden or botanical garden or any garden in your neighborhood. Decide what you would plant in your own garden	Transportation
SONGS OR TRADITIONS		Connect, Take Action	Outdoor Creativity Badge	Plan a Girl Scout's Own ceremony that take place outdoors, celebrating the special relationship Girl Scouts have with the outdoors.	Easel and markers to write down girls' ideas and plan for the ceremony.

* You're probably not going to complete the badge in one meeting, but you can keep working on the badge as you complete other parts of the Journey. For example, you can use badge requirement #5: Celebrate Nature as a way to get the girls thinking about what they can do for their Innovate Project. You can also use badge requirement #9: Starry, Starry Night, to complete this badge and complete the Energize Activity on page 58 of the girls' book. Once they do that, they will have completed two steps of their Energize Award!

IT'S YOUR WORLD— CHANGE IT!

Sample Journey Activity Worksheet

Journey Title: _____

Meeting Date: _____

	WHAT ARE YOU DOING FOR...?	DISCOVER, CONNECT OR TAKE ACTION?	HELPS GIRLS EARN WHICH AWARD?	DESCRIPTION	MATERIALS NEEDED
ACTIVITY FROM JOURNEY					
BADGE TO MAKE THE JOURNEY ACTIVITY COME TO LIFE					
CRAFT					
FIELD TRIP (IF TIME)					
SONGS OR TRADITIONS					



Sample Journey Activity Worksheet

Journey Title: _____

Meeting Date: _____

	WHAT ARE YOU DOING FOR...?	DISCOVER, CONNECT OR TAKE ACTION?	HELPS GIRLS EARN WHICH AWARD?	DESCRIPTION	MATERIALS NEEDED
ACTIVITY FROM JOURNEY					
BADGE TO MAKE THE JOURNEY ACTIVITY COME TO LIFE					
CRAFT					
FIELD TRIP (IF TIME)					
SONGS OR TRADITIONS					

Take Action Project

TAKE ACTION PROJECT

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

1. Girls organizing a book or clothing drive could make their project a Take Action project by holding the drive annually and getting a sponsor to advertise and organize every year.
2. The girls who painted the wall to cover up graffiti can create a club that travels around the city painting beautiful murals on buildings that have been defaced.
3. The girls who held the march or fair could expand the event to include community artisans and make it an annual gathering.

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 their 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.

IS YOUR PROJECT A TAKE ACTION PROJECT?

Follow the check list below to find out!

- Addresses a need, immediate or otherwise
- Addresses the root cause of the problem
- Creates lasting compact in the community that can be measured
- Includes provision to ensure sustainability long after the girls has finished her project

Sample Take Action Worksheet

COMMUNITY SERVICE PROJECT VS. TAKE ACTION PROJECT

COMMUNITY SERVICE PROJECT

A one-time effort; has short-term impacts

TAKE ACTION PROJECT

Identifies the root cause; has long-term benefits and sustainable support

Issue: An uninsured family's home is destroyed by a fire.

Solution: Collect clothes, household goods, and food for the family

Option 1: A solution could be to establish a Habitat for Humanity group in the community or work with an existing Habitat group and organize a work group to rebuild the family's home.

Option 2:

Issue: Racial tensions exist in the community.

Solution: Organize a one-time diversity celebration.

Option 1: One solution could be to create an organization that holds regular seminars/meetings/workshops about racial tolerance and understand other cultures.

Option 2:

Issue: Families are going hungry.

Solution: Hold a food drive for families in need.

Option 1: One solution could be to come up with easy-to-make recipes (in a free booklet) that incorporate items families regularly receive from food pantries.

Option 2:

Glossary

1-2-3 Hello/Goodbye

The group is in a circle. The group moves on the count of 1 toward the inside of the circle while holding hands. The leader says “Welcome Daisy Girl Scouts. They quickly go back out, then repeat enthusiastically for count 2 and count 3. Do the same for “Goodbye.”

Adult Development/Council Learning Opportunities

Specific courses for adults where they are trained to carry out the Girl Scout Program according to Girl Scout Policy and Procedure. Training is required for most positions.

Annual Meeting

Meeting of Voting Members called Delegates who conduct business essential to the Council and elect the Board of Directors and Officers held each year.

Baden-Powell, Lord and Lady

He was the founder of the Boy Scouts and she was the first Chief World Guide of the Girl Guides. Their joint birthday is on February 22nd, which is referred to as World Thinking Day (see Thinking Day for more information).

Badge

Upon successful completion of certain GSUSA requirements, a Girl Scout Junior may earn a proficiency badge. These are circular-shaped awards worn on the front of her sash/vest.

Bandana

A multipurpose cotton square that girls wear as a scarf or use as a sit-upon, tote or potholder.

Blue Book of Basic Documents

This publication contains the Congressional Charter, By-Laws and Constitution, procedures and policies of GSUSA.

Board of Directors

Elected volunteers who are the governing body of the Council responsible for finances, strategic direction and planning, and supervisor of the CEO.

Bridging

Activities preparing troop/group members for the next Girl Scout age level. The bridging troop frequently does an activity from the Girl Scout handbook used by girls in the upcoming age level and completes a project with them.

Bridging Ceremony

A ceremony where a Girl Scout “crosses the bridge” from one age level of Girl Scouting to the next.

Brownie Try-Its

Try-Its are earned patches for Girl Scout Brownies. They are designed to offer a balanced program through “color coding” the borders to signify the area of interest for each Try-It. They are worn on the front of the Brownie sash/vest.


Buddy System	A safety practice where girls always “buddy-up” or travel in pairs during any Girl Scout activity.
Campership	Financial Assistance offered by the Council and funded through various fundraising appeals. This allows girls to be able to participate in our summer camp programs.
Camp Hidden Falls	Council owned camp property (located in Dingman’s Ferry) open for camping and other programs.
Camp Laughing Waters	Council owned camp property (located in Gilbertsville) open year round for camping and other programs.
Camp Mountain House	Council owned camp property (located in Allentown) open year round for camping and other programs.
Camp Mosey Wood	Council owned camp property (located in White Haven) open year round for camping and other programs.
Camp Shelly Ridge Day Camp	Council owned camp property (located in Lafayette Hill) open year round for camping and other programs.
Camp Tohikanee	Council owned camp property (located in Quakertown) open year round for camping and other programs. This camp is also referred to as Tohi.
Camp Tweedale	Council owned camp property (located in Oxford) open year round for camping and other programs.
Camp Wood Haven	Council owned camp property (located in Pine Grove) open year round for camping and other programs.
Camp Ranger	Person who maintains the upkeep of the Council camps and assists guests upon their arrival and departure.
Chief Executive Officer (CEO)	A professional staff member responsible for the total management and administration of Council operations. The CEO reports to the Board of Directors and is accountable to the Board.
Connect (Girl Scout Leadership Experience)	One of the three keys in the Girl Scout Leadership Experience.
Cooperative Learning	See Girl Scout Leadership Experience.
Core Business Strategy	A nationally inspired process that began in 2004 that will ensure Girl Scouting is the preeminent leadership experience for girls.
Council	The entire body of registered girl and adult members in a given geographical area.

Council Courses Schedule	A list of all adult trainings offered by Council.
Council Flower	Daisy.
Council Headquarters	The main Council office, which is referred to as Shelly Ridge, is located at 330 Manor Rd., Miquon, PA 19444. Staff is available for assistance with many types of resources. There is a store on the premises where leaders may purchase badges, patches, handbooks and other Girl Scout merchandise.
Council Learning Facilitator	A registered adult volunteer who facilitates required volunteer learning opportunities to volunteers so that they can in turn facilitate program with girls, be first aid trained, and take girls camping. All Council Learning Facilitators have taken the Facilitating Adult Learners course and have fulfilled various other requirements.
Council's Own Badges	There are two age level earned awards for Girl Scout Brownies and Girl Scout Juniors. Brownies may earn the Flower Frenzy and Marine Animal Try-It while Juniors may earn the Marine Animal badge. Requirements can be found online under the current members section of our website and badges can be purchased at Council Shops or on our online shop.
Council Patch Programs	Designed to be reflective of the Council's resources and interests, patch programs include Scout the Vote, Independence Park, Troop History Project, Help for Haiti, among others. Upon completion of the requirements, Girl Scouts may earn a patch for that program. This patch is worn on the back of the sash/vest as it is not considered official GSUSA insignia. These programs include developmentally appropriate age level activities to ensure equal access from all levels.
Council Performance Indicators	A review every three years of Council activities, programs, staff, volunteers, and other relevant performance information by GSUSA to renew the Council charter.
Council-wide Events	A special event planned for all the Girl Scouts in our Council, usually planned by staff and volunteers.
Court of Awards	Ceremony in which Girl Scouts receive recognitions such as badges, patches, membership stars and other insignia for their achievements.
Court of Honor	The girl officers of a troop who meet periodically with the adult leaders for specific decisions or planning that will affect the whole troop.
Counselor in Training (CIT)	A qualified Senior Girl Scout or Ambassador who has taken a course to learn outdoor group leadership skills.
Cultural Awareness	Sensitivity to cultural differences.

Daisy	Nickname for Juliette Gordon Low.
Daisy to Daisy	This is an active game. Girls are paired with one girl designated the “caller.” Or an adult can do this first. The caller yells out body parts, Such as knee to knee. The girls run to find another partner and put their knees together. When the called yells Daisy to Daisy they just run and find a new partner. The person left out becomes the “caller.”
Delegates	Registered adults and girls (14 years and older) who are elected as representatives of a Service Unit. Delegates vote on corporate matters of the Council. The number of Delegates is usually determined by girl membership in each specific Service Unit.
Delegate Meeting	A meeting of all Delegates held twice a year in addition to board meetings for the purpose of voting or discussing Council affairs.
Destinations	Girl Scout activities/trips that go beyond the troop/group. They are national and international events and lead to broader perspectives for individual members and enhanced visibility for Girl Scouting.
Discover (Girl Scout Leadership Experience)	One of the three keys in the Girl Scout Leadership Experience.
Diversity	The state of being different or diverse. When used to describe people and population groups, diversity encompasses such factors as age, gender, race, ethnicity, size, ability and religion, as well as education, professional background, and marital and parental status.
Dunk Bag	A mesh bag with a drawstring, used to sterilize utensils and plates when washing dishes.
Edith Macy Conference Center	A year-round professional training facility providing educational opportunities for Girl Scout volunteers and Council Staff.
E News	An online news letter that is sent to adult volunteers to inform them of Council happenings.
Event Director	A volunteer that is planning a large event either for a Service Unit or for Council sponsored event.
Extended Trip	A trip lasting more than three nights. A health examination, health history form, local Girl Scout Council approval, and additional insurance coverage is required for all extended trips.

Facilitating Adult Learners	A 6 hour course delivered to volunteers who want to become a council learning facilitator.
First Aid Kit	A basic First Aid Kit is part of every Troop Kit and is required at every Girl Scout meeting or function. Refer to Safety-Wise for more information on how to build a proper kit
First-Aider	An adult who has taken local Girl Scout Council approved first-aid training from a nationally recognized organization. GSEP certifies volunteers through the Medic First Aid Program.
Flag Ceremony	A Girl Scout ceremony involving not only the American flag, but flags of the troop, the Council, or of Girl Guide nations.
Fly-Up	A ceremony in which a Girl Scout moves on to the next level. There are activities prior to the event where the various levels of Girl Scouts work together on specific requirements in preparation for the advancement.
Founders Day	A day in which Juliette Gordon Low's birthday, October 31st, is celebrated.
Friendship Circle	A symbolic gesture in which girls form a circle by clasping each others' hands; often used as a closing ceremony.
Friendship Squeeze	Someone is delegated to start passing the squeeze while they are standing in a Friendship Circle.
Friendship Tie	There are two versions of the tie. Both are knotted and tied together to represent the Promise and Law. Once made, the tie is given away as a gift.
Girl-Led	An integral process of the Girl Scout Leadership Experience and a basic part of the Girl Scout program where girls, through progression, take on more and more responsibility for planning, budgeting, and setting the calendar for troop activities.
Girl Advisor	A registered adult who works with older girls.
Girl Guides	The term used to identify "Girl Scout" in many countries. Agnes Baden-Powell, sister of the Boy Scouts' founder, started the first Girl Guide troops in England.
Girl Scout	Any person – girl, woman, or man who registers annually with GSUSA.
Girl Scout Ambassadors	Girls age 17-18, or in grades 11-12, who are registered with GSUSA.
Girl Scout Brownies	Girls age 6-8, or in grades 2-3, who are registered with GSUSA.
Girl Scout Brownie Pin	Specific pin for the Brownie Girl Scout which has the basic trefoil shape with a "dancing" brownie-elf in the center.

Girl Scout Brownie Ring	A circle formed by members of a Brownie Girl Scout troop/group for discussing troop business and planning activities.
Girl Scout Birthday	March 12th, the date Juliette Gordon Low founded Girl Scouting in 1912 in Savannah, Georgia.
Girl Scout Cadettes	Girls age 11-14, or in grades 6-8, who are registered with GSUSA.
Girl Scout Catalog	Yearly publication showing all official insignia, uniforms and related merchandise available for sale. Many items may be purchased at a Girl Scout outlet in local stores or at one of the Council shops.
Girl Scout Daisy	Girls age 5-6, or in grades K-1, who are registered with GSUSA.
Girl Scout Daisy Pin	A specific pin worn by Daisy Girl Scouts.
Girl Scout Gold Award	The highest award in Girl Scouting. Earned as a Senior or Ambassador Girl Scout, this award culminates her experiences in the Movement.
Girl Scout Handshake	Girls shake hands with the left hand and give the Girl Scout Sign or Salute with the right hand.
Girl Scout Juniors	Girls age 8-11 or in grades 2-3 who are registered with GSUSA.
Girl Scout Law	<p>This, along with the Girl Scout Promise, is the credo of Girl Scouting. A girl lives the 10 parts of the Law to fulfill the Promise</p> <p>I will do my best to be:</p> <p style="padding-left: 40px;">honest and fair, friendly and helpful, considerate and caring, courageous and strong, and responsible for what I say and do,</p> <p>and to</p> <p style="padding-left: 40px;">respect myself and others, respect authority, use resources wisely, make the world a better place, and be a sister for every Girl Scout.</p>
Girl Scout Leadership Experience	A model that engages girls in discovering themselves, connecting with others, and taking action to make the world a better place. This model is more inclusive and empowering of girls as the experiences are, as much as possible, girl-led and encourage experiential and cooperative learning.
Girl Scout Leader	A registered Girl Scout adult and trained volunteer who meets regularly with girls to help them achieve the purposes of Girl Scouting.

Girl Scout Leader Appreciation Day	April 22nd is a day of appreciation for adult volunteers in Girl Scouting.
Girl Scout Motto	“Be Prepared”.
Girl Scout Promise	This, along with the Girl Scout Law, is the credo of Girl Scouting. This pledge binds members together as part of the Girl Scout Movement. A girl/adult must make the Promise to become a Girl Scout member. On my honor I will try: To serve God and my country, To help people at all times, And to live by the Girl Scout Law
Girl Scout Sabbath	The Saturday in Girl Scout Week.
Girl Scout Sign	The official Girl Scout greeting. It is always used when the Promise is made or repeated. The right hand is raised shoulder high, palm forward, with the three middle fingers extended and the thumb holding down the little finger.
Girl Scout Slogan	“Do a good turn daily.”
Girl Scout Service Mark	This is composed of two parts: the symbol (the trefoil with three profiles) and the logotype (the words “Girl Scouts”). GSUSA owns the exclusive use of the Girl Scout Service Mark.
	
Girl Scout Silver Award	The second highest award in Girl Scouting, earned by Cadette Girl Scouts.
Girl Scout Sunday	The Sunday in Girl Scout Week.
Girl Scout Trefoil	Official symbol of membership used by Girl Scouts. The Service Mark incorporates a trefoil-shaped outline of three profiles, which represent the three parts of the Girl Scout Promise. GSUSA owns the exclusive use of the Trefoil Design.
Girl Scout Troop	A group of girls working at a specific age level on the Girl Scout Program; they meet at regular times with trained adult leaders.
Girl Scout Week	The week in which March 12 falls; it starts on Girl Scout Sunday and ends the following Saturday or Girl Scout Sabbath.
Girl Scout Uniform (Adult)	Navy blue business suit with white top, Girl Scout scarf, and Girl Scout membership pin.
Girl Scouts of the United States of America	The official name of the national Girl Scout Corporation chartered by the U.S.

Congress and incorporated in the District of Columbia. The headquarters is in NYC and is often referred to as Girl Scouts of the USA or GSUSA.

Scouts' Own

Special girl-planned, inspirational occasion held at troop gatherings when the girls express their deepest feeling about their Girl Scout ideals. It is not a religious service, nor is it to be used as a substitute for a religious service.

GORP (Good Old Raisins and Peanuts)

A favorite snack food of Girl Scouts, especially when hiking. Usually consists of raisins, M&Ms, edible seeds, nuts and other natural foods. Sometimes called "birdseed".

Handbook

There is a handbook for all levels of Girl Scouting which includes programs for each. There are also Leader's Guide Handbooks for all levels as well.

Honor Guard

A group who leads flag ceremonies. The flag carriers wear red sashes across their chest and the "guards" wear a red sash around their waist.

Insignia

The umbrella term for all GSUSA Girl Scout earned age-level awards, religious and other awards, participation patches and pins. Girls wear all insignia on the front of the Girl Scout uniform, with the exception of participation patches and pins which go on the back.

Interest Group

A group of Girl Scouts exploring specific areas of mutual interest.

Interest Project Patch

Rectangular-shaped awards earned by Cadette, Senior and Ambassador Girl Scouts for specific programs. Also referred to as IPPs.

International Friendship

Any programs or activities which promote the sisterhood of Girl Scouting and Girl Guiding around the world; an important part of the overall Girl Scout Program.

Investiture

A special ceremony where girls and adults become Girl Scouts for the first time. They make the Girl Scout Promise and receive their Girl Scout Pin.

"It" and "Other" cans

This is a way to handle tasks in a simple way that guarantees fairness. There are two cans. One is labeled "It" and the other one is labeled "Other." The girls decorate wide craft sticks and write their names on it. When a helper is needed a name/stick is drawn from the "It" can. Then when the task has been completed this person's stick goes in the "Other" can.

Journeys (Girl Scout Leadership Experience)

A Journey is a book that contains six to 8 sessions that are designed to facilitate the Girl Scout Leadership Experience to each age level. The first Journey series, It's your World-Change it,- is the premier advocacy program for girls. The second Journey series, It's Your Planet- Love It, contains environmentally based sessions and the third Journey series, It's Your Story-Tell It, is due out in December 2010 and covers self esteem. All girls throughout the country will use the nationally consistent Journeys as their

program by Oct 2010 and personalize their experience through the use of badges, trips, camping and field trips.

Juliette Gordon Low

The founder of the Girl Scout Movement in the United States.

**Juliette Gordon Low
World Friendship Fund**

A GSUSA operated fund that supports educational programs, service projects, training, and international travel to foster friendship among girls from the 140 countries of the World Association of Girl Guides and Girl Scouts.

Kaper Chart

This is simply a “job” chart. With Girl Scout Juniors they can help identify what the kapers need to be on a regular basis, such as planning the opening and closing, the arrival activity, taking care of the snack, etc. When the girls plan a field trip they want to create a kaper chart just for that trip. For meeting kapers, these might be assigned to a small group or patrol, on a rotating basis.

**Keys (Girl Scout
Leadership Experience)**

By using the 3 keys, girls are getting the most benefit from Girl Scouts.

Discover

Girls understand themselves and their values and use their knowledge and skills to explore the world.

Connect

Girls care about, inspire, and team with others locally and globally.

Take Action

Girls act to make the world a better place.

Leader in Training (LIT)

A qualified Girl Scout Senior or Ambassador who has taken a course to learn group leadership skills.

Leader Magazine

An online publication published by GSUSA which covers news of Girl Scouting world-wide.

Leader’s Digest

A basic book of documents, published by GSUSA, which covers all Girl Scout policies and procedures with excerpts from the Congressional Charter.

Membership Director

A staff member who is the liaison between the Council and specific Communities and Regions. Their responsibility is to ensure that the Goals and Objectives of the Council are met at the local level.

Mission Statement for GSUSA

We build girls of courage, confidence, and character who make the world a better place.

National Outcomes

Fifteen benefits of the activities associated with the Girl Scout Leadership Experience categorized under the keys to leadership.

Newsbytes

Email newsletter from GSEP Product Program staff to all Service Unit Cookie Managers during the Girl Scout Product Program Cookie sale.

Older Girl	Refers to girls who are Cadette, Senior, and Ambassador Girl Scouts.
Organizer	A Service Team member in a specific Service Unit, who recruits leaders, organizes girls into troops, arranges meeting places, helps get parental assistance for the leaders, and sponsorships for the troop. Most troop placements are made through the Organizer.
Outdoor Certification	Training for adults who wish to take their troops camping. A troop must have one adult who has completed GSEP Outdoor 101, 102, 103.
Participation Patches and Pins	Supplementary insignia received by girls for participating in an event or activity. Girls wear participation patches and pins on the back of their Girl Scout uniform.
Pathways	The way girls experience Girl Scouting and include Troop, Camp, Travel, Events, and Special Interest.
Patrol	Small group of girls that plans and carries out activities within the troop/larger group. Each patrol has an elected or appointed leader.
Patrol System	A form of troop government composed of patrols and a Court of Honor. Junior, Cadette and Senior Girl Scout troops often use this system.
People to People (Junior to Junior)	This is a high energy game that requires no equipment. So, when a quick change of pace game is needed, this is a good one that can be done in just a few minutes and the group will be recharged with new energy. Have the girls pair up and one designated as the "caller." When the caller shouts out "Junior to Junior," the girls run to find a new partner to stand next to. The odd person out becomes the new caller. The caller may call different body parts, such as hand to hand, foot to foot, head to head, back to back. Then the girls run for a new partner and touch head to head, foot to foot, or whatever body part the caller indicated.
Petals	Awards earned by Girl Scouts Daisies. Each petal is a different color and represents one of the 10 parts of the Girl Scout Law. To earn a petal, a girl shows her Troop Leader she understands the corresponding part of the Law.
Permission Slip	An official form that is used for every girl in a troop whenever they do an activity outside of their regular meeting place.
Phone Tree	A list of people and their phone numbers, arranged to facilitate a chain of calls in an emergency. The person who gets the first call contacts a designated small group of people, who then call others on the list. This is a good way to set up emergency notification for any troop trips or overnights or to let parents know that the girls will be late coming back from a trip.
Pluralism	A system that includes individuals from groups differing in basic background experiences and cultures. Pluralism allows for the development of a common tradition while preserving the right of each group to maintain its cultural heritage and implies mutual respect.

Processes (Girl Scout Leadership Experience)	Girl-Led, Learn by Doing, Cooperative Learning.
Product Programs	Annual Council-wide sales of magazine subscriptions (QSP) and Girl Scout cookies for the financial support of the Council.
Proficiency Badges	Emblems that are a part of the GSUSA program. Recognitions earned by the Girl Scout indicate she is prepared to use this new knowledge and skill to serve and teach others.
Program	Activities supporting the four fundamental goals and specifically designed for each of the Girl Scout levels.
Program Aide (PA)	A Cadette, Senior, and Ambassador Girl Scout who works directly with a troop/group under the supervision of an adult volunteer. The Program Aide is required to attend training sessions where she gains expertise in a particular field of interest, such as science, computers, or song leading.
Progression	The rate at which Girl Scouts learn and grow with the Girl Scout program. At each level the girls take on more responsibility for Troop Government and Girl-Adult Planning.
Program Resource Guide	A guide given to leaders and other volunteers, which includes listings of resources, policies, standards and procedures. It is designed to give them the information they will need when they begin their volunteer jobs.
Promise Center	Award earned by Daisy Girl Scouts. A girl receives this 'center' patch, to go with the Petals, after showing her troop leader she understands the Girl Scout Promise.
Quiet Sign	Raising the right hand over the head to signal for attention and quiet at any Girl Scout gathering. When the hand goes up, everyone joins in giving the Quiet sign until all are silent.
Recertification	A short training that is required every five years after a volunteer takes initial outdoor training to keep current.
Rededication Ceremony	A formal troop ceremony in which girls and adults reaffirm their belief annually in the Girl Scout Promise and Law.
Registrar	A Service Team member in a specific Service Unit who processes membership forms of girls and adults in that Community. These forms then go to the Council for submission to GSUSA.
Religious Awards	Emblems that are presented by different religious groups to girls or adults who have qualified to receive them. They can be worn as official recognition on the uniform.

Resident Camp	A local Girl Scout council-sponsored camp where girls attend for a week or more and stay over each night. They live in units and plan programs with a staff of trained counselors.
Safety-Wise	A GSUSA publication outlining safety procedures to be followed by Girl Scouts while engaging in their activities. This book is supplied by the Council to each troop and must remain in the troop.
Sash/Vest	A part of the Girl Scout uniform where the girl may display her Girl Scout recognitions and insignia.
Senior Girl Scout	Girls age 14-17 or in grades 9-10 who are registered with GSUSA.
Service Center	Offices located in Shelly Ridge (Miquon and Headquarters) Leigh Valley (Allentown), Valley Forge (Valley Forge), Jane Seltzer (Philadelphia), Delco (Delaware County), and Berks (Reading). Staff are available for assistance with many types of resources.
Service Project	At all levels of Girl Scouting, the girls are urged to give of themselves to their community. There are no remunerations for these projects.
Service Unit	A group of Girl Scout Leaders and Service Team Members who serve a specific geographical area. Regular meetings are held for members to obtain information and for educational and social purposes, called Service Unit meetings.
Service Unit Manager	A volunteer appointed by staff to administer the Service Unit.
Service Unit Manager News	A monthly publication sent to Service Unit Managers providing them with relevant news to pass on to troop leaders.
Service Unit Team	A team of adult volunteers who provide direct assistance to the troops in their Service Unit. All team members must be registered with GSUSA.
Short Term Outcomes	
Sit-upon	This is usually made by inserting newspaper between vinyl material. Take a folded section of a standard newspaper. Cut 2 sections of vinyl cloth, large enough to cover each side. Punch holes about ½ in. in all the way around both pieces of vinyl. Help the girls thread yarn through the holes, connecting both pieces of the vinyl. Then tie off the ends securely.
S'mores	A favorite campfire treat consisting of graham crackers, chocolate bars and toasted marshmallows.
Staff	Personnel employed by our Council who work at one of the service centers or camps to provide assistance and support to the volunteer membership.

Standard	An established level of quality for measuring and judging performance in delivering Girl Scout Program to the girls.
Steering Committee	A form of Troop Government; the whole troop votes for girls to represent them. There are usually four officers together with the leaders who make up the Court of Honor.
Step 1 GSUSA Online Volunteer Orientation	The first step in training for all leaders. This training is done online.
Step 2 Volunteer Essentials	The second step in training for all leaders. This training is done at a Service Unit meeting.
Step 3 Leadership Essentials	The third step in training for all leaders. This training is done in a classroom setting. All courses can be found on the Council Courses Calendar.
SWAPS (Special Whatchamacallits Affectionately Pinned to Someone, or, Share with a person, or, Share with a purpose)	Tokens exchanged at special Girl Scout/Girl Guide events that signify friendship. Ideally, these are inexpensive handmade items that must be accepted by the receiver as a token of friendship.
Take Action (Girl Scout Leadership Experience)	A sustainable and measurable project within a community to make the world a better place.
Tent Unit	Each unit has platform tents, a wash house and toilet facilities.
Thinking Day	February 22nd is a day used by Girl Guides and Girl Scouts all over the world to think of each other and exchange greetings learn about other countries and give to the Juliette Low World Friendship Fund. It is the co-birthday of Lord and Lady Baden-Powell.
Troop Camping	When girls and their leaders camp as a troop. It is policy that at least one adult with the group has had Camp Certification.
Troop Financial Report	A form filled out by each troop to summarize the income and expenses for the year.
Troop Government	Methods by which the girls and adults together manage the troop in a democratic way.
Troop Module	A publication given to each GSEP Troop Leader to understand how to run a troop.
Troop Trip Application	A form to be used for overnight trips and trips that involve high risk activities. Service Unit Manager approval must be obtained before going on the trip.

USA Girl Scouts Overseas	GSUSA's overseas arm, which delivers the Girl Scout Program to American girls and girls attending American or International schools outside the continental US. Formerly called Troops On Foreign Soil (TOFS).
Valley Forge Day Camp	Council owned service center (located in Valley Forge) open year round for camping and other programs.
Volunteer	An adult who contributes her or his time to a Girl Scout Council without the expectation of compensation (other than reasonable reimbursement or allowance for expenses) or any other thing of value in lieu of compensation.
Volunteer Essentials	A publication given to each volunteer, written by GSUSA and personalized by GSEP to provide the volunteer with everything they need to be an effective adult volunteer.
WAGGGS (World Association of Girl Guides and Girl Scouts)	Set up in 1928, this voluntary educational organization is based on values and open to all girls without distinction as to creed, race, nationality, or other circumstances. The World Association serves over 10 million Girl Scouts and Girl Guides in 140 countries. The mission of WAGGGS is to enable girls and young women to develop to their fullest potential as responsible citizens of the world.
World Association Pin	Membership pin of WAGGGS worn by Girl Scouts (except Daisy Girl Scouts) and Girl Guides. It is not earned, but given at a special ceremony such as Thinking Day. The recipient should know what the pin symbolizes.
World Centers	Owned and operated by WAGGGS, these facilities are for the use of visiting Girl Scouts and Girl Guides. They are known as: Olave House—London, England; Our Cabana—Cuernavaca, Mexico; Our Chalet—Adelboden, Switzerland; Sangam House—Poona, India.
Year Pins (or Membership Stars)	Awarded yearly to Girl Scouts. The star represents each year in Girl Scouting. The color of the disc behind the star shows the Girl Scout level when it was received. There is also a 10 year pin for girls. Adults receive year pins or numerals which are given in increments of 5 years.

Notes

A series of horizontal dotted lines for writing notes.



GSEP ADULT DEVELOPMENT

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JOURNEY TOOLKIT HOTLINE

1.800.355.3847, ext.1459

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