

***I
t's
Y
o
u
r
S
t
o
r
y,
T
e
l
l
I
t
!***

A Leadership Journey Workshop for Girl Scout Brownies

A WORLD OF GIRLS

This Program Brought to you by GSCNC and R.E.A.C.H.



Building girls' confidence...

- Girl Scout Brownies learn to use clues in stories to make the world better.
- Girl Scout Brownies get creative
- Girl Scout Brownies tell their story of what they accomplished.
- And so much more...



A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Workshop Schedule

January 23, 2011

Program Begins at 10 am and continues until 5 pm

Lead Facilitator: Paula Thayer

Other Volunteers: Ingrid Bauer; Lori Hughes; Katina Jordan; Sue Kohn; Kathleen Snellings;
Ann Schneider; Heidi Moore

Location

Camp Brighton Woods, located near Ashton, MD
120 Brighton Dam Road, Brookeville, MD 20833

The Program will be located in the Main Room of the Brighton Lodge

Schedule for the Day

- 1000—1015 *Opening Session*
- 1015—1030 *Team Passports Group Session*
- 1030—1200 *AM Breakout Sessions: Team Travel Case; Games Around the World; Our Map of Girls; Me & My Girl Worlds; Hear a Story, Find a Clue; and Circle 'Round the Story*
- 1030—1045 *AM Breakout Session 1*
- 1045—1100 *AM Breakout Session 2*
- 1100—1115 *AM Breakout Session 3*
- 1115—1130 *AM Breakout Session 4*
- 1130—1145 *AM Breakout Session 5*
- 1145—1200 *AM Breakout Session 6*
- 1200—1230 *Lunch*
- 1230—1245 *Giving, Sharing, Changing Group Session*
- 1245—1315 *Choosing Our change Group Session*
- 1315—1445 *PM Breakout Sessions: Role Playing Positive Change; Our Own Bookmobile; A Story Relay; Ads Among Us; Our Story of Change; and A Special Piece of the Whole*
- 1315—1330 *PM Breakout Session 1*
- 1330—1345 *PM Breakout Session 2*
- 1345—1400 *PM Breakout Session 3*
- 1400—1415 *PM Breakout Session 4*
- 1415—1430 *PM Breakout Session 5*
- 1430—1445 *PM Breakout Session 6*
- 1445—1530 *Carry It Out Group Session*
- 1530—1600 *Pass It On Session (& Snack)*
- 1600—1630 *Telling Our Story of Change*
- 1630—1700 *Closing Session (Awards Presentation)*

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Opening Session

Objective

During the Opening Session, Girl Scout Brownies will be introduced to the program, meet one another, and be divided into smaller working groups (Teams) for rotating through stations. The Girls will learn about the 4 Awards they will earn along their Journey and start making connections to the larger World of Girls.

Format: Whole Group

Materials

- Journey Books for the Girl Scouts who ordered theirs during Registration
- Girl Scout Promise and Girl Scout Law written on large paper (or poster board)
- Masking tape or other means to post the Girl Scout Promise & Law posters
- Variety of story books, displayed nearby (optional)

Steps to Complete Activity

1. As girls arrive, have them join form a circle. While waiting to start, girls can explore pages 4-9 of the **Girls** side of their books. As a group link arms or hold hands and recite the Girl Scout Promise and the Girl Scout Law.
2. Have each girl take turns introducing herself and naming their favorite story about people from another country or culture.
3. Introduce the Journey. On this Journey, Girl Scout Brownies learn about the lives of girls all over the world through stories. Then they get creative—through a medium of their choice—and tell their story of what they accomplished.
4. Introduce the Journey's Awards. The Journey Award has four parts:
 - ◆ Let the girls know that on this Journey they will have a chance to earn three Story Awards as leaders in Girl Scouts: The Hear a Story Award, The Change a Story Award, and the Tell a Story Award. The Fourth award they earn is the Better World for Girls! Award.
 - ◆ Each of these awards has a special meaning: The Hear a Story Award shows you can find clues in a story that represents a change you can make in the world; The Change a Story Award shows you can act on a clue to change things for the better for girls in the world; and the Tell a Story Award shows that you have gained confidence and knowledge to educate and inspire others; The Better World For Girls! Award show that you can use creative expression to show what it means to you to be a part of a larger world of girls. These awards are placed together on the front of your vest or sash.
5. Have girls break into assigned Teams and read pages 6-16 of the **World** side of their book. (Team assignments will be given at check-in.)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Team Passports

Objective

During this Session, Girl Scout Brownies will work in their Teams to create a Passport that will tell the story of all the places they go and the people they meet on this Journey.

Format: Whole Group working in Teams

Materials

- Sheets or a roll of paper for each Team
- Masking tape or other means to post the large paper roll on working surface
- Markers, crayons, and assorted craft materials.
- Stapler & tape for fastening pages together

Steps to Complete Activity

1. Explain to the girls: A passport is a little booklet, much like a big ticket, that lets you go places around the world. Each time you go to a new place, you get your passport stamped with the name of the place you visited. So, with those stamps in it, your passport tells the story of your travels. Your Team passport is going to tell the story of this Girl Scout Journey we are taking together!
2. Pass out the passport paper and invite the girls to use their imaginations to create a Team passport. Point the girls to Pages 38-40 of the *Girls* side of their book which includes Passport pages that give the Brownies a place to track all they do to earn their awards—these pages can help jump start their creativity.
3. The Passport doesn't need to look like a passport at all. They can make a booklet (like a real passport) or create panels for each stop along the way and join them together as the journey progresses—whatever they choose. If they choose to make panels, they might be titled and numbered, like chapters in a storybook or panels in a comic strip.
4. Have the girls take turns being the "Passport Keeper" between sessions.
5. If time permits, direct the girls to Fill in "My Passport" on Page 5 of the *Girls* side of their book.

Following this session, the Teams will rotate through six 15-minute sessions: Travel Case; Games Around the Globe; Our Map of Girls; Me and My Girl Worlds; Hear a Story, Find a Clue; and Circle 'Round the Story

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Travel Case

Objective

During this Session, Girl Scout Brownies will Create a Travel Case to hold the items they make and ideas they choose that reflect their experiences along the journey.

Format: Station

Materials

- Small boxes, one for each girl (if possible)
- Glue sticks
- Old Postcards & Maps
- Scissors
- Markers for writing girls' names on boxes
- Pencils and small pieces of paper

Steps to Complete Activity

1. Read Pages 4-5 of the **World** side of their book. Discuss how starting this journey is like setting out on an exciting trip. We need to bring along a travel case to keep all of our things in—not just the things we bring along with us, like our clothes, but all of the souvenirs we gather along the way.
2. Pass out the small boxes to the girls. Write each girl's name inside the top of each box.
3. Explain that the Travel Case will hold the things the girls make and the ideas they learn along the journey.
4. Tell the girls how the Travel Case symbolizes their ability to gather the clues they need to change the world.
5. Encourage the girls to glue pieces of the old postcards and maps to their boxes to create their own unique Travel Case. If they prefer, they can draw pictures to represent different places around the world (such as the Eiffel Tower in Paris).
6. Have the girls start their collection by adding the name of a Country she has visited either in person or through a story.
7. Have the girls add something to their Team Passport to represent their Travel Case.

Direct Team to proceed to next station: *Games Around the Globe* (6th group breaks for Lunch)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Games Around the Globe

Objective

During this Session, Girl Scout Brownies will learn to play games from around the Globe. They will learn that all around the world, girls like to play games.

Format: Station

Materials

- Handkerchief or bandana
- Large objects for creating obstacle course (chairs, large boxes, cones, etc.)
- Copies of the Game instruction sheets for Banyoka and Cencio Mollo.
- Examples of game variations from around the World

Steps to Complete Activity

1. Prior to the girls' arrival, create an obstacle course using the large objects either indoors or outdoors, depending on the weather.
2. Talk with the girls about games and how much fun they can be. You might say:
 - ♦ *All Around the World, girls love to play games, especially games where they can move around.*
 - ♦ *Playing games together is a way to get to know others, and active games help you stay healthy and fit.*
 - ♦ *Playing games from around the world, helps you see what girls in other places like to do.*
3. Play Banyoka and Cencio Mollo with the girls. See Game instruction sheets.
4. After the girls play each game, ask them how they liked it. You may also ask if the girls can tell you how they are like games they already play—and how they are different. Explain how some games have a little story inside them. For example, when you are “It” you are in a situation you try to get out of.
5. Ask the girls to describe stories in some of the games they play, including any games they have made up on their own. Share with the girls that games found around the world are like the variations that happen with stories: Games get passed along from culture to culture—just like the many versions of a story that can be found around the world.
6. Have the girls add something to their Team Passport to represent Games Around the World. Have the girls add the names of the games they played and the countries they represent to their Travel case. (If they haven't made a Travel Case yet, they will at another Station)

Direct Team to proceed to next station: *Our Map of Girls* (6th group breaks for Lunch)

Time Required: 15 minutes

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Banyoka

Description of Game

Banyoka is an obstacle-course games that can be played indoors or outdoors. Indoor obstacles can include furniture, stacks of books, or boxes. Outdoor obstacles can be traffic cones, large balls, or boxes.

Origin of Game

Banyoka comes from the African countries of Zambia and Zaire, and means “the snake.”

How to Play

- ◆ Form two teams of equal numbers of girls.
- ◆ Each Team becomes a “snake” by sitting on the floor or ground, one behind the other, with their legs open like scissors and their hands on the shoulders of the girl in front.
- ◆ Each team “scotches” along, moving around or over obstacles while staying connected. The first team to get around its set of obstacles wins.
- ◆ **Variation:** The girls can form their “snake” by standing with arms linked sideways.

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Cencio Mollo

Description of Game

In this traditional Italian game, the girls form a circle and one girl is chosen to be “It.”

Origin of Game

Cencio Mollo (pronounced CHEN-cho-Mol-lo) is Italian for wet handkerchief.

How to Play

- ◆ The girl who is “It” stands in the center with a handkerchief and goes to someone in the circle and says,
“The Cencio Mollo has come to you.”
- ◆ The girl she is facing says,
“Let it come. I shall not cry, laugh, or kiss it”.
The girl playing “It” tries to make her laugh any way she can, but she can only touch her with the handkerchief on the head or face.
- ◆ If the girl doesn’t laugh, “It” moves on to the next girl in the circle. If the girl laughs, she pays a penalty, such as having to sing a song, jump in the air five times, or do something else silly. Then she becomes “It”
- ◆ Play continues until every girl has had a turn.

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Our Map of Girls

Objective

During this Session, Girl Scout Brownies will be introduced to the idea that they are connected to girls in other countries all around the world. They will discover their connection to Girl Scouts all around the world, too!

Format: Station

Materials

- Globe or world Map
- Sticky notes
- Pencils
- Masking tape
- Yarn or thread
- Listing of WAGGGS Countries
- Writing Paper

Steps to Complete Activity

1. Begin by asking the girls share their reactions to Shali and her cousins' lives from the story they read earlier—*Flying into Shali's Desert Home*.
2. Showing the girls the Globe (or World Map), introduce them to the idea that they are connected to other girls in countries all around the world. Point out that by playing Banyoka and Cencio Mollo, they are now connected to girls in Zaire and Italy. Have one of the girls find Jordan on the map, and place a sticky note on it.
3. Give them a few connections they can follow, such as the following:
 - ♦ *I'm connected to the country of _____, because my grandparents came from there.*
 - ♦ *I'm connected to _____, because I visited there in college.*
 - ♦ *I'm connected to _____, because I love _____ food.*
4. Have the girls take turns connecting to another country. Have them write their connection on a sticky note and place it on that country. After the girls have placed their connections on the map, have them place a piece of string to connect that country to their home community.
5. Continue the mapping activity by asking the girls to think about how they are connected to Girl Scouts around the world. Have them point out other countries where Brownies might live. Tell them "*Girl Scouts or Girl Guides are in more than 145 countries. That means you have a really big sisterhood of girls around the world.*" Use the listing of WAGGGS countries to show girls some of the countries where Girl Scouting or Girl Guiding exists.
6. Have the girls add something to their Team Passport to represent their Map of Girls. Have them add Jordan to their Travel Case. (If they haven't made a Travel Case yet, they at another Station)

Direct Team to proceed to next station: *Me and My Girl Worlds* (6th group breaks for Lunch)

Time Required: 15 minutes

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Me and My Girl Worlds

Objective

During this Session, Girl Scout Brownies will go deeper in understanding their own worlds and the women and girls who are part of those worlds. They will learn about girl worlds in stories, too.

Format: Station

Materials

- Paper for each girl
- Markers
- Several circle 'templates' for the girls to trace onto their paper
- Index cards

Steps to Complete Activity

1. Give each girl a sheet of paper and markers. Have them use a circle 'template to draw a circle that takes up most of the paper, fold the paper into quarters, and then unfold the paper. The circle stands for your world.
2. In each quarter of the circle write or draw one of the groups of girls or women who are part of your world. (Possible groups: Brownies, family, school, on the bus, at an after school activity such as dance class or sports) Invite each girls to choose one of their groups and explain what she likes about it and how she feels when she is with this group.
3. Let the girls know that there are girl worlds in stories, too. Pass out the index cards and ask them to write the name of a favorite character on one side and one word describing that character on the other side. When everyone is ready, give the following instructions: Put your card on the floor near you, with the name of the character face-down. Walk around the room, read all the words that you see facing up, and stand next to the word that you think best describes you. More than one person can stand near the same word. Now flip over the cards. What character is there? You have something in common with that girl! Do you know or like *that character*? *Are you surprised to think of yourself like that character?*
4. Direct the girls to pages 13-17 of the **Girls** side of their book. If time permits, have the girls complete some of the activities found there.
5. Have the girls add something to their Team Passport and Travel Case to represent their Girl Worlds. (If they haven't made a Travel Case yet, they will at another Station)

Direct Team to proceed to the next station: *Hear a Story, Find a Clue* (6th group breaks for Lunch)

Time Required: 15 minutes

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Hear a Story, Find a Clue

Objective

During this Session, Girl Scout Brownies will learn about finding clues in the stories that they can use to create a change and make the world a better place.

Format: Station

Materials

- Copy of dialogue from pages 40-43 of Facilitators' Guide
- Pencils
- Copies of Hear a Story, Find a Clue worksheet (one for each Girl Scout Brownie)
- Collection of short stories, books, magazine articles relevant to Girl Scout Brownies

Steps to Complete Activity

1. Begin by asking the girls to recall the story they read earlier—*Flying into Shali's Desert Home*. *What is one word you would use to describe Shali?*
2. Read pages 8-12 of the **Girls** side of their book.
3. Explain to the girls that today they are going to look for clues in stories. Using the dialogue from the Facilitator's Guide, get the girls thinking about how a clue in any story can lead to a good change you can make in their own world.
4. Pass out the Hear a Story, Find a Clue worksheet. Have the girls fill it out by choosing a story and finding a clue for change in that story. If the girls prefer, they can use a story from a TV show or movie instead of a book.
5. Remind the girls that the clues they find along the way will come in handy as they continue along their Journey.
6. If time permits, have the girls complete the activities on pages 8-12 of the **Girls** side of their book.
7. Have the Team adults collect the worksheets for a later use during the *Choosing Our Change* Session
8. Have the girls add something to their Team Passport to represent Finding Clues in stories. Have them add a clue they found to their Travel Case. (If they haven't made a Travel Case yet, they will at another Station).

Direct Team to proceed to next station: *Circle 'Round the World* (6th group breaks for Lunch)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Circle 'Round the Story

Objective

During this Session, Girl Scout Brownies will learn more about stories as they create their own.

Format: Station

Materials

- Pencils, markers or crayons for adding to the Team Passport
- Paper or other means to record each Team's story.

Steps to Complete Activity

1. Have girls sit in a circle and ask:
"What makes something a story?"
2. Then get the girls talking about how stories are all around them. Get them thinking about things that have stories meaningful to them (a favorite toy, a memento from a trip, a stuffed animal of yours...). Explain how the memories they have about these items tell a story.
3. Point them to the "All Our Stuff Has Stories!" activity page 20 in the **Girls** side of their book. They can take turns picking one of the items and telling what they think it would say...
4. Explain how a story has a beginning, a middle, and an end. Stories usually have a challenge that the characters have to overcome.
5. Now invite one girl to make up a sentence that will be the beginning of a story. Then have the girls go around the circle, each adding a sentence to the story. The sentence from the last girl will be the end of the story. (Enlist an adult from the group to write down or record the story.)
6. Have the girls add something to their Team Passport to represent their Storytelling. Have them add to their Travel Case something that is meaningful to them.. (If they haven't made a Travel Case yet, they will at the next Station)

Direct Team to proceed to next station: *Travel Case* (6th group breaks for Lunch)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Giving, Sharing, Changing

Objective

During this Session, Girl Scout Brownies will develop a mind-set of making a positive change in the world around them. They will learn how to share their personal talents or skills to shape a project..

Format: Whole Group

Materials

- World Map
- Pencil and Paper
- Thailand Fact Sheet (one for each Team)

Steps to Complete Activity

1. Have the girls sit in a circle (or Team circles).
2. Start by reading the story “*Dancing With Chosita*” on pages 18-26 of the **World** side of their book. Ask how the girls in the story said or did things that involved giving and sharing... These are clues!
3. Continue the idea of giving and sharing as a positive change by asking each of the girls to tell one way they can give or share at home or school and how those actions are making things better.
4. Have the girls find Thailand on the World Map. Share some of the interesting facts about Thailand from the Thailand Fact Sheet.
5. Have the girls add something to their Team Passport to represent Giving and Sharing. Have them add Thailand to their Travel Case.

Direct Teams to proceed to the *Saying How It Feels to Me* Session

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Saying How It Feels to Me

Objective

During this Session, Girl Scout Brownies will learn how to resolve disagreements by saying how they feel in ways that are true to themselves and yet respectful of others.

Format: Whole Group working in Teams

Materials

- Scenarios on slips of paper (one set for each Team) - p 62 of Facilitator's Guide

Steps to Complete Activity

1. Explain that the girls are going to learn how to resolve disagreements by saying how they feel about something in a way that is true to themselves and yet respectful of others.
2. Start them thinking about the ways they already solve problems by asking them a few questions:
 - ♥ *When you and your friend want to do different things, what do you do?*
 - ♥ *How do you feel when you tell a friend that you don't want to do what she wants to do?*
 - ♥ *Can you still be friends with someone even when you don't agree on everything? How So?*
3. Have the girls break into their Teams. Pass out the sets of scenarios to each Team. Tell them to take turns acting out what the girls in these situations might say and do.
4. After they role-played the situations, ask them:
 - ♥ *How did the others react when you finally said something you thought they wouldn't like?*
 - ♥ *What kinds of feelings did you have while acting out these situations?*
5. Have the girls add something to their Team Passport about Saying How it Feels.
6. Have them add the name of their best friend to their Travel Case.

Direct Teams to proceed to the *Choosing Our Change* Work Session

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Choosing Our Change Session

Objective

During this Session, Girl Scout Brownies will work together to choose one *clue for change* for a project in their community. They will learn how to apply all of the skills they have learned along the way to create a story of change that they are excited about creating.

Format: Whole Group working in Teams

Materials

- Copies of Project Check Sheet: Our Story, one for each Team
- Pencils
- Large paper & markers for group discussion
- Materials for *Change* projects—projects to make a change at Camp Brighton Woods

Steps to Complete Activity

1. Explain that together each Team will choose one *clue for change* for a project in their community. Have the girls take out their “*Hear a Story, Find a Clue*” worksheets. Ask them to look over their clues to find something that girls in our community face, that they can change, and that they are excited about creating a change.
2. Guide the girls in narrowing down their choices because they are going to have to choose just one... Encourage girls to speak up for the change of their choice—and to listen to other girls express why they prefer an idea. Once they have narrowed down their choices, have them work together to choose the one that most of them are happy with. They can choose from one of the *Change* projects provided or create their own!
3. Pass out copies of the Project Check Sheets. Tell them that they are being given a chance to create a story of change that they bring to their community. Have the girls fill out the project check sheet. If they get stuck, help them out with the following:
 - ◆ The beginning of our story is _____ (the clue we want to change).
 - ◆ The middle of our story is _____ (what we plan to do to make that change).
 - ◆ The end of our story is _____ (the positive change we will achieve).
4. Wrap up this session by asking the girls what they think would happen if all the girls around the world “changed a story” by doing a project like the one they are planning. Have them note their ideas on their Team Passport. Have them add ‘cooperation’ to their Travel Case.

Following this session, the Teams will rotate through six 15-minute sessions: *Role Playing Positive Change, Our Own Bookmobile, A Story Relay, Ads Among Us, Our Story of Change, or A Special Piece of the Whole*

Time Required: 30 minutes

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Role Playing Positive Change

Objective

During this Session, Girl Scout Brownies will understand how positive changes can make the everyday lives of girls better right in their community.

Format: Station

Materials

- Strips of paper with sample scenarios.

Steps to Complete Activity

1. Invite the girls to sit in a circle.
2. Explain to the girls that they will be role playing story scenarios to see what the characters faced and solved or made better.
3. Invite the girls watching to look for the positive changes taking place in the lives of the girls in the stories. Guide them to understand that positive change like the ones found in stories can make the everyday lives of girl better right in their community.
4. Invite the girls take turns role playing the story scenarios provided.
5. After every girl or pair has performed, invite the Brownies to add something to their Team Passport to represent a Positive Change.
6. Have them add the name of a favorite character to their Travel Case.

Direct Team to proceed to next station: *Our Own Bookmobile* (6th group moves to *Carry It Out* Group Session)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Our Own Bookmobile

Objective

During this Session, Girl Scout Brownies will use creativity and self expression to design an imaginary bookmobile. The girls will

Format: Station

Materials

- Paper
- Pencils, Markers & crayons

Steps to Complete Activity

1. Remind the girls how Grandmother Elf's bookmobile is a fun feature of their book. Point them to "Stories on the Go" on page 16 in the **World** side of their book, where the history of bookmobiles and how they are used around the world are explained. Ask if any of them have ever been inside a bookmobile. Ask if they know why bookmobiles were used in the past and why they would still be used today...
2. Explain that each of them will be drawing pictures of what their imaginary bookmobile would look like, and create a list of what books they would include in their ideal bookmobile. They can work individually or as a group.
3. Give each girl a piece of paper and allow them to use whatever creative materials are on hand. They can draw their bookmobile any way they like. If working in pairs, one could draw what the outside would look like, while the other would draw the inside. Encourage them to use their imaginations to create "gadgets" for their bookmobile.
4. Have the group generate a top 10 list of the books they want to have for their bookmobile. Encourage girls to stand up for any books they would like included by suggesting reasons for choosing the books.
5. Have the girls add their top 10 list of books to their Team Passport.
6. Have them add the name of a favorite book to their Travel Case.

Direct Team to proceed to next station: *A Story Relay* (6th group moves to *Carry It Out* Group Session)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

A Story Relay

Objective

During this Session, Girl Scout Brownies will start thinking about how putting words together tell a story.

Format: Station

Materials

- Two sets of index cards with words and phrases written on them
- Paper and pencil for recording the girl's stories
- Timer or watch with a second hand.

Steps to Complete Activity

1. Divide the girls into two teams and explain the instructions.
2. Instructions:
One girl from each team will run up to the table and draw two cards. She places her two cards on the table face up and then runs back and tags the next girl in line, who runs to the table and draws two cards. She has 15 seconds to put her two cards in a logical order with the ones already on the table.
The relay continues with each girl running to the table, choosing two cards and working to arrange the card into a logical story. She can either add to the sentence on the table, or rearrange it to create something else.
The relay continues until each girl has had at least two turns at building the story. Then call "time" and ask the girls to read the stories aloud.
3. Enlist an adult from the group to record the girls' stories for their passports, while you get the girls talking about what was hard and what was easy about "putting a story together."
4. Have the girls turn to page 26 of the *Girls* side of their books and do the "Words START Stories, Words BUILD stories!" activity found there.
5. Have the girls add 'Words BUILD Stories!' to their Travel Case.

Direct Team to proceed to next station: *Ads Among Us* (6th group moves to *Carry It Out* Group Session)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Ads Among Us

Objective

During this Session, Girl Scout Brownies will learn to identify the stories that ads tell about girls. They will be given the opportunity to create their own ads.

Format: Station

Materials

- At least one print ad per girl.
- Paper
- Pencils, Crayons, markers
- Glue
- Scissors

Steps to Complete Activity

1. Start by spreading out the ads provided. Invite each girl to take an ad and spend a minute or two reading and thinking about the story it is telling.
2. Give each girl an opportunity to share the story the ad is telling, then ask if the girl can tell why the ad was created... Encourage the girls to compare the world shown in the ads to the world that they know.
Do the stories in these ads seem real to you? Do they seem like something you would find in your life?
Which parts of the ads seem to match your life and the lives of girls you know? Which parts seem like they don't match?
Do you think these parts are just made up—or do you think they might be real in the lives of others?
3. Provide the girls with drawing materials and invite them to draw their own ads. They can re-create or alter one of the ads they looked at, create an ad to highlight what is special about girls they know, create an ad to encourage others to read a particular story, or make ads to announce an upcoming event.
4. Direct the girls to the “*Little Stories ALL AROUND YOU*” activity on Page 29 of **Girls** side of their book.
5. Have the girls add something to their Team Passport and Travel Case about the stories in Ads.

Direct Team to proceed to next station: *Our Story of Change* Session (6th group moves to *Carry It Out* Group Session)

Time Required: 15 minutes

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Our Story of Change

Objective

During this Session, Girl Scout Brownies will use what they have learned about stories to tell others about their *Change a Story* Project.. They will learn that one way to create a change that keeps going is to encourage others to get involved.

Format: Station

Materials

- Paper
- Pencils
- Art materials

Steps to Complete Activity

1. Invite the girls to sit in a circle. Get the girls thinking about how they will tell their Story of Change, by having them review their Project Check Sheet.
2. Tell the girls that what matters most is that the Brownies have a chance to inspire others to make the world a better place, too—and to understand that in doing so, they are creating a change that becomes long-lasting..
3. Have the girls brainstorm what they can inspire the audience to do to keep their good change going.
4. Then pass out the paper and pencils and have the girls get started on writing their story. Remind them that they need to work cooperatively to create their Team’s story. Point them to the Team Passport they have been creating throughout the Journey as a resource they can use. Also remind them to think of the things they may have put into their travel cases along the way.
5. Let the girls know the many ways they can tell their story—and allow them to choose: A skit; a song they write and sing; a mural they create and unveil; drawings they create and exhibit.
6. If time permits, give them time to practice telling their story.

Direct Team to proceed to next station: *A Special Piece of the Whole* (6th group moves to *Carry It Out* Group Session)

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

A Special Piece of the Whole

Objective

During this Session, each of the Girl Scout Brownies will create a quilt square to show one of her strengths.

Format: Station

Materials

- Quilt squares or cut paper
- Markers, crayons, and/or colored pencils
- Scissors
- Glue
- Rulers
- Assorted art supplies such as ribbon, felt, yarn, stickers, cotton balls, beads, etc

Steps to Complete Activity

1. Explain that the girls will create a quilt square that tells the story of one thing they really do well (a strength). Point them to page 34 of the **Girls** side fo their book to learn about Faith Ringgold, who makes quilts that tell stories.
2. Then ask if they know what a quilt is. *A quilt is a blanket made of square of fabric that are pieced together side by side or in special patterns.*
A Story Quilt is a quilt that tells a story with its colors, pictures, and maybe also words. A Story Quilt can include a poem, a portrait, photographs, or whatever the artist likes. Today you are the Artist!
3. Give each girl a blank quilt square and invite them all to write or draw or glue something on her square to represent the strength seen in them by the women they know. Have them include their name in their square.
If the girls get stuck looking for a strength, you can help prompt their thinking by sharing some strengths you see in girls their age: caring; good at reading, music, sports; love animals; artistic...
4. After the girls are finished, have them share their squares so that the other girls can guess what strength the square depicts.
5. Now explain that even though their one square is small, all of their squares together can tell a story about their Team. Have them lay out their squares in an arrangement they like. Give each girl a piece of yarn to tie the corners of her square to the ones adjacent to it.
6. Have the girls add to their Team Passport and Travel Case the strength each one depicted in her quilt square.

Direct Team to proceed to next station: *Role Playing Positive Change* (6th group moves to *Carry It Out* Group Session)

Time Required: 15 minutes

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Carry It Out—Project Work Session

Objective

During this Session, Girl Scout Brownies will use the clues they gathered to Change a Story. They will Take Action on an issue that is important to them.

Format: Whole Group

Materials

- Project Check Sheets prepared earlier.
- Poster board
- Markers and other drawing materials
- Other materials that may be on hand
- Music & CD player
- Video recorder, if possible

Steps to Complete Activity

1. Give the Teams time to carry out their Projects.
2. Pass out the poster board or other materials the girls need to complete their projects.
3. Tell them how much time they have to carry out their plans. Remind them of the time remaining periodically throughout the session.
4. Offer assistance as requested.

Direct Group to proceed to Pass It On Session

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Pass It On

Objective

During this Session, Girl Scout Brownies will learn about storytelling traditions and get some more practice at telling stories.

Format: Whole Group

Materials

- World Map or Globe
- Intuit Fact Sheet
- Nutritious Snack

Steps to Complete Activity

1. Invite the girls to sit in a circle. Read pages 28-37 of the **World** Side of their book.
2. Share with the girls some of the Intuit story telling traditions from the Fact Sheet.
3. Have the girls put a sticky note on the Map where the Intuit people live (Northeastern Canada).
4. Tell them how storytellers all over the world pass stories on to one another. Some do so by telling their stories aloud. Some tell their stories on video or film. Others tell their stories in writing.
5. Then ask the girls to break into their Teams and think of a story, either from a book, a folktale, a fairy tale, a movie, or a television show that the other girls might be familiar with. Have them take turns telling their stories, encouraging them to “ham it up” and to tell their stories with various voices and gestures.
6. After every group has had a chance to tell a story, serve the snacks provided.
7. Have the girls add ‘Intuit’ to their Team Passports and Travel Case.

Following this session, the Teams will proceed to *Telling Our Story* Session.

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Telling Our Story of Change

Objective

During this Session, Girl Scout Brownies will present their Red Robin Projects to the invited audience.

Format: Whole Group

Materials

- Music & CD Player
- Art project girls completed earlier in the day

Steps to Complete Activity

1. If guests are present in the audience, take a few minutes to introduce the Journey, the Elf Friends, and all of the other volunteers who helped the girls along their way.
2. Start off by telling everyone that this Journey had been about connecting with other girls. Share the World Map, with all of the girls' connections.
3. Introduce the title of each story that the girls are planning to present.
 - ◆ Today these Brownies will be sharing with you their stories of change.
4. Invite the girls to tell their stories. Help the transition from Team to Team go as smoothly as possible, filling in with examples of the activities the girls did throughout the day while the next group gets ready..

After all of the Teams have told their story, direct Teams and audience to from a large circle for the Closing Session

A WORLD OF GIRLS JOURNEY FOR GIRL SCOUT BROWNIES

Closing Session

Objective

During this Session, Girl Scout Brownies will reflect on their Journey and receive the 4 Awards they earned along the way: The Hear a Story Award, The Change a Story Award, the Tell a Story Award, and the Better World for Girls! Award

Format: Whole Group

Materials

- Brownie Awards, one for each Brownie
- LiA Awards, one for each Cadette volunteer
- Safety Pins, one for each girl
- 5-6 Index cards with the *linking girls with stories* lines (from page 100 of the Facilitator's Guide) written on them.

Steps to Complete Activity

1. Prior to the start of this session, hand out the index cards to volunteers with instructions to distribute themselves throughout the circle. They will use the cards to help the girls remember the lines they are going to be repeating during the closing.
2. Have the Teams take turns going to the center of the circle to share their Team Passports.
3. Present each girl with the Four Awards she has earned along the Journey: The *Hear a Story Award*, The *Change a Story Award*, the *Tell a Story Award*, and the *Better World for Girls! Award*. These awards represents how you can find clues in a story and act on them to create a change in the world; that you have gained confidence and knowledge to educate and inspire others as part of a larger world of girls
4. After all of the Brownie awards have been presented, ask the Cadettes who have helped the Brownies along their Journey to reflect on their activities with the Brownies. *What did you DISCOVER about yourself today? In what ways did you CONNECT with younger girls? How did you encourage Brownies to TAKE ACTION?* Then, present the LiA Awards to the Cadettes.
Congratulations! Wear your LiA Award with Pride!
5. Then, have the Brownies link arms and take turns going around the circle saying the *linking girls with stories* lines until each girl has had a turn.
We each have stories to tell, and our stories link us together.
I'm linked to [name of the girl to your right] because _____.

Thank Guests for attending, then dismiss group.

Time Required: 30 minutes