

Animal Habitats

Date 1. Find out about wild animals							
Date 2. Investigate an animal habitat							
3. Create an animal house							
Date 4. Explore endangered habitats							
Date 5. Help protect animal habitats							



Art and Design

Date							
1. Discover art and design around you							
Date							
2. Make art about a subject							
Date							
3. Experiment with the elements							
Date							
4. Explore composition							
Date							



Balloon Car Design Challenge

Date							
1. Learn about potential and kinetic energy							
Date							
2. Design and build a balloon car							
Date							
3. Test your balloon- powered car							
Date							
4. Analyze and share results							
Date							
5. Brainstorm ways to improve your design							



Budget Maker

A S S							
Date							
1. Investigate why you want what you want							
Date							
2. Practice spend- save-share							
Date							
3. Learn how to decide what to buy							
Date							
4. Find out how financial services help people save							
Date							
5. Build a spend-save- share plan							



Business Jumpstart

Date							
1. Create a prototype for a product, service, or technology that solves a problem							
Date							
2. Get feedback							
Date							
3. Revise your prototype							
Date							
4. Come up with a pitch							
Date							
5. Pitch your idea to an audience							



Business Owner

Business Country of the Country of t							
1. Explore a business you might like to start someday							
Date 2. Learn the basics of running a business							
3. Find out what kind of support is available for small-business owners							
4. Investigate what makes great customer service							
5. Understand the importance of consumer research							



Camper

Date 1. Start planning your adventure						
Date 2. Gain a new camping skill						
3. Find your inner camp chef						
Date 4. Try a new activity						
5. Head out on your trip—and have some nighttime fun!						



Cookie CEO

COOKIE CEO It's Your Business—Run It!							
Date 1. Set a group goal							
Date 2. Explore how a small business works							
Date 3. Create a cookie sale job list							
4. Learn to make a good impression							
Date 5. Track your sales							



Cookie Collaborator

Date 1. Get to know the Girl Scout Cookie® business							
Date 2. Decide on your goals							
3. Collaborate on a troop budget							
4. Reach more customers							
5. Learn from your customers							



Craft and Tinker

Date 1. Explore crafting and tinkering							
Date 2. Tinker with a craft							
Date 3. Learn about users							
Date 4. Craft for form, fit, and function							
Date 5. Tinker with your project							



Crane Design Challenge

Date							
1. Explore simple and compound machines							
Date							
2. Design and build a crane							
Date							
3. Test your crane							
Date							
4. Analyze and share your results							
Date							
5. Brainstorm ways to improve your design							



Create and Innovate

Date							
1. Create a solution							
Date							
2. Make it a function							
Date							
3. Create for a community							
Date							
4. Think bigger							
Date							
5. Share your creation							



Customer Insights

Business—Run It! CUSTOMER INSIGHTS							
1. Ask an expert what customers want							
2. Do some research at the grocery store							
Date 3. Find out who buys cookies and why							
Date 4. Learn from people who don't buy							
5. Listen for clues and ask great questions							



Detective

Por Solder						
Date 1. Practice the power of observation						
Date 2. Communicate in code						
Date 3. Fingerprint for fun						
Date 4. Try out detective science						
Date 5. Follow the clues to solve a real mystery!						



Digital Leadership

Date 1. Explore how you connect with others							
Date 2. Discover your digital footprint							
Date 3. Consider the source							
Date 4. Design a digital community							
Date 5. Create content for change							



Digital Photographer

Date							
1. Learn about digital cameras from an expert							
Date							
2. Take tons of photographs!							
Date							
3. Edit three photos							
Date							
4. Make a digital photo project							
Date							
5. Share your photos							



Drawing

Date 1. Experiment with different materials							
Date 2. Learn how to add shading							
3. Get some perspective							
Date 4. Use your imagination like a graphic artist							
5. Make your masterpiece—and show it off!							



Eco Camper

Date							
1. Learn the Leave No Trace Seven Principles							
Date							
2. Plan meals with the environment in mind							
Date							
3. Prepare a minimal impact campsite							
Date							
4. Have fun with Leave No Trace							
Date							
5. Take a conservation hike							



Entertainment Technology

Date 1. Animate your own artwork							
Date 2. Dig into video game development							
3. Try the science of amusement park rides							
4. Create your own special effects							
Date 5. Surf a sound wave							



First Aid

Date							
1. Learn the first steps to take in an emergency							
Date							
2. Talk to first responders							
Date							
3. Make a portable first-aid kit							
Date							
4. Find out how to handle urgent first-aid issues							
Date							
5. Know how to take care of someone who's sick							



Flowers

Date 1. Uncover the science of one flower							
2. Look under the petals							
3. Find out how flowers help people							
4. Have fun with flowers							
5. Send a message in flower code							



Gardener

Date 1. Visit a garden							
2. Explore garden design							
3. Learn how to choose garden plants							
Date 4. Experiment with seeds							
5. Grow your own garden							



Geocacher

1. Prepare for your adventure							
Date 2. Learn to use a GPS receiver							
Date 3. Make a trade item							
Date 4. Go on a geocaching adventure							
Date 5. Take part in a bug's travels!							



Girl Scout Way

GSWAY							
Date 1. Match songs to an							
occasion							
Date							
2. Celebrate the Girl Scout birthday							
Date							
3. Share sisterhood							
Date							
4. Leave a place better than you found it							
Date							
5. Enjoy Girl Scout traditions!							



Horseback Riding

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Date							
1. Know the basics of horseback riding							
Date							
2. Take care of a horse and learn about safety							
Date							
3. Prepare for your ride							
Date							
4. Practice your ride							
Date							
5. Go for a ride							



Independence

Date 1. Get transportation smart							
Date 2. Make your clothes look great							
Date 3. Break a bad habit							
4. Help around the house							
5. Show off your independence!							



Inside Government

Date							
1. Decide what being an active citizen means to you							
Date							
2. Go inside government							
Date							
3. Look into laws							
Date							
4. Report on the issues							
Date							
5. Get involved in government							



Jeweler

Date 1. Get to know the tools of the trade						
Date 2. Make jewelry with metal						
3. Turn everyday objects into jewelry						
Date 4. Create jewelry inspired by another culture						
Date 5. Make a sparkling gift						



Musician

1. Explore how music is made							
2. Travel around the world of music							
3. Check out the music in your life							
4. Make your own music							
Date 5. Perform your music							



My Cookie Team

Date 1. Find out about Girl Scout Cookies®							
Date 2. Decide how you will spend your cookie money							
Date 3. Set a troop budget and package goal							
Date 4. Build your team							
5. Create your pitch to customers							



My Money Plan

\$ 15							
Date 1. Explore how to earn an income							
Date 2. Investigate jobs and income							
3. Find out about income tax							
Date 4. See the difference between saving and investing							
Date 5. Protect money and information							



Outdoor Art Expert

Date								
1. Explore outdoor art								
Date								
2. Make something!								
			<u> </u>					
Date								
3. Find music in nature								
Date								
4. Be a nature photographer								
Date								
5. Design with nature								



Paddle Boat Design Challenge

Date							
1. Explore how paddle boats work							
Date							
2. Design and build a rubber band-powered paddle boat							
Date							
3. Test your rubber band-powered paddle boat							
Date							
4. Analyze and share your results							
Date							
5. Brainstorm ways to improve your design							



Playing the Past

Date							
1. Decide who you are							
Date							
2. Create a costume							
Date							
3. Experience daily life							
Date							
4. Have some old- fashioned fun							
Date							
5. Become your character							



Practice with Purpose

	Date							
1. Decide on your g	goal							
	Date							
2. Increase your endurance								
	Date							
3. Build up your strength								
	Date							
4. Drill for skill								
	Date							
5. Practice, practic practice!	e,							



Product Designer

Date 1. Observe what makes a great product							
Date 2. Be an innovation detective							
Date 3. Figure out what's working and what's not							
4. Innovate to find solutions							
Date 5. Mess up so you can try again!							



Savvy Shopper

Savey SHOPPER							
Date 1. Explore your needs and wants							
2. Look into why you want what you want							
3. Find out what makes people happy (or not!) with what they buy							
4. Learn how to decide what to buy							
5. Make a plan to buy something you need or want							



Scribe

Date 1. Start with a poem						
Date 2. Create a short story						
3. Use words to share who you are						
Date 4. Write an article						
Date 5. Tell the world what you think						



Simple Meals

1. Step up your skills with a pro							
2. Whip up a great breakfast							
3. Fix a healthy lunch or dinner							
4. Create a delicious dessert							
Date 5. Make your own meal							



Snow or Climbing Adventure

Date 1. Choose your outdoor adventure							
Date 2. Plan and prepare							
Date 3. Gather your gear							
Date 4. Set a goal and train for your adventure							
Date 5. Go on your outdoor adventure							



Social Butterfly

Date 1. Hold a conversation							
2. Use table manners							
3. Be prepared for special occasions							
Date 4. Say thank you							
Date 5. Practice being at ease							



Space Science Investigator

1. Model the Solar System							
Date							
2. Circle the Sun							
Date							
3. Discover the stars							
Date							
4. Use the tools to explore							
Date							
5. Share your sky							



Staying Fit

Date 1. Start moving!							
2. Keep your fit body fueled							
Date 3. Know how to stress less							
Date 4. Get the truth about health							
Date 5. Help your family stay fit							



STEM Career Exploration

Date 1. Explore your interests							
Date 2. Discover the possibilities							
Date 3. Learn about the day-to-day							
Date 4. Brainstorm your next steps							
Date 5. Share your goals							



Trail Adventure

N S							
Date 1. Choose your outdoor adventure							
Date 2. Plan and prepare							
Date 3. Gather your gear							
Date 4. Set a goal and train for your adventure							
Date 5. Go on your outdoor adventure							



Cybersecurity: Basics

1. Find out how computers read information	Date							
2. Discover how networks work	Date							
3. Find out what protocols are and create one	Date							
4. Explore compute communication protocols	Date ter							
5. Find out what malware is	Date							



Cybersecurity: Safeguards

Date							
1. Create and protect a username							
Date							
2. Create and protect a password							
Date							
3. Discover how you share information and what to share							
Date							
4. Find out that information posted online lasts forever							
Date							
5. Find out how to figure out who you can trust online							



Cybersecurity: Investigator

Date							
1. Create and crack a shift cipher code							
Date							
2. Find out how device updates can help your security							
Date							
3. Explore identity theft							
Date							
4. Find out what to do if your identity is stolen							
Date							
5. Investigate if a message is real or fake							



Robotics: Programming

1. Learn how robo work	Date ts							
2. Discover the ro brain	Date bot							
3. Learn about programming	Date							
4. Try simple programming	Date							
5. Code a robot	Date							



Robotics: Designing

Date 1. Discover the future							
of robots							
2. Determine your robot's expertise							
3. Plan your robot							
Date 4. Create a prototype							
Date 5. Get feedback on your robot							



Robotics: Showcasing

1. Create a presentation to share how you designed your robot							
Date 2. Tell others how you designed your robot							
3. Learn about robotics competitions							
4. Learn about robotics teams							
Date 5. See robots in action							



Coding for Good: Basics

Date							
1. Create algorithms for a computer that follow a sequence							
Date							
2. Use loops to improve your algorithm							
Date							
3. Keep your code interesting with conditionals							
Date							
4. Create your own set of commands that use conditionals							
Date							
5. Learn about women in computer science							



Coding for Good: Digital Game Design

Date							
1. Discover how game design can be used "for good"							
Date							
2. Explore tools used to develop digital games							
Date							
3. Plan a maze game							
Date							
4. Build and test your maze game							
Date							
5. Share and improve your maze game							



Coding for Good: App Development

Date							
1. Discover the needs of others							
Date							
2. Decompose the needs of your app user							
Date							
3. Design your app screens							
Date							
4. Include conditionals in your app design							
Date							
5. Share and improve your app with user feedback							



Numbers in Nature

Date 1. Tell time with nature							
i. Tell tillle with hattire							
Date							
2. Predict the weather							
Date							
3. Explore the circumference of trees							
Date							
4. Search for shadows							
Date							
5. Find the area and perimeter of plants							



Design with Nature

Date							
1. Find your hiking pace							
Date							
2. Choose a hiking trail							
Date							
3. Find changes in elevation on a map							
Date							
4. Decide how much food and water to bring							
Date							
5. Pack for your adventure							

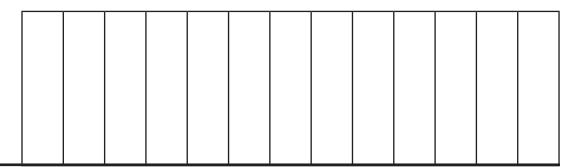


Shapes in Nature

Date							
1. Identify symmetry in nature							
Date							
2. Make symmetrical art inspired by nature							
Date							
3. Create a mandala with symmetry							
Date							
4. Find fractals in nature							
Date							
5. Search for the Fibonacci sequence							



Engine	ering
Jour	ney





Think Like an Engineer

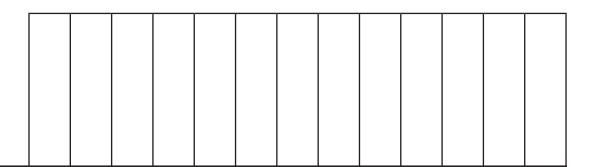
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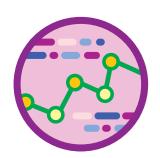


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Computer
Science
Journey





Think Like a Programmer

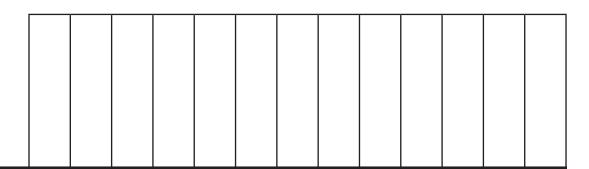
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Date							



Outdoor
STEM
Journev





Think Like a Citizen Scientist

Date							



Date							

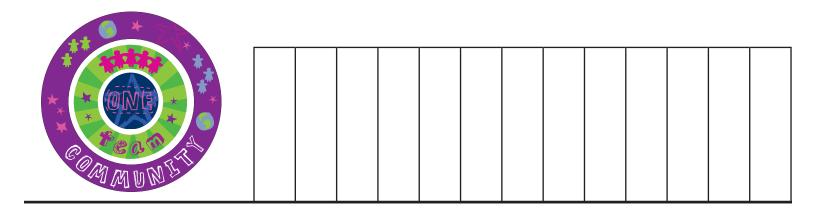


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Outdoor Journey														
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	Date													
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It's Your World-Change It! Agent of Change



Power of One Award – Girls will use their own 'power log' to discover all the ways their strengths and powers help them create change in the world, and discover qualities of a leader.

Date							

Power of Team Award – Girls will make a team decision and begin to brainstorm ideas for a Take Action Project. The project will reach into a community network to solve a problem together with community members.

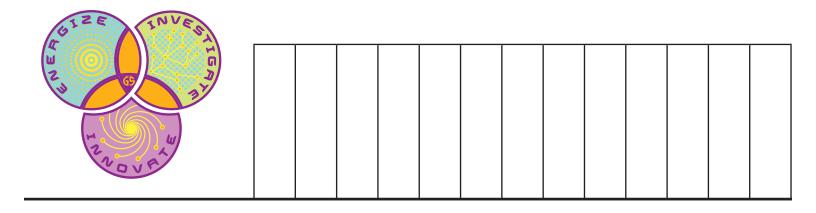
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Power of Community Award – Girls will take action on their plan, reach out, and inspire others to get involved. After the project, girls will reflect on what they have accomplished and celebrate it.

Date							



It's Your Planet -Love It! GET MOVING!



Energize Award – Girls will make an energy pledge to reduce their energy use in one or more ways, try at least two other energize activities suggested along the Journey, and check out how others are handling energy issues.

Date							

Investigate Award – Girls will learn about energy use in their buildings, and work with their families to make an energy improvement plan at home.

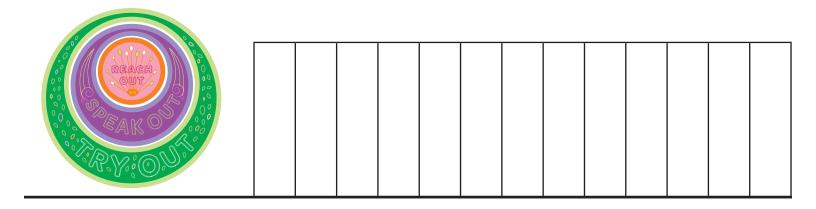
Date							

Innovate Award – Girls will identify an energy issue in the community, research it, and create a plan to help in their energy use. Girls will also inspire others to join their cause, share their results, and reflect on what they accomplished and celebrate it.

Date							



It's Your Story —Tell It! aMUSE



Reach Out! – Girls will understand the many roles women and girls play around them, and the leadership skills used to play those roles. Girls earn this by keeping a their Casting Call Log, found in the girl book, and by performing an interview or hosting a panel discussion.

Date							

Speak Out! – Girls are aware of stereotypes and they take action to try to stop them. Girls earn this award by completing three Speak Out! activities, and team up to choose a stereotype and create and tell a story to help stop it.

Date							

Try Out! – This award is given to Junior Girl Scouts at the final celebration. Girls now have the courage and confidence to try out new roles.

Date							



Global Action | Year 1 > Requirements change each year, find them at girlscouts.org

Date							
1.							
Date							
2.							
Date							
3.							
Date							
4.							
Date							
5.							



Global Action | Year 2 > Requirements change each year, find them at girlscouts.org

Date							
1.							
Date							
2.							
Date							
3.							
Date							
4.							
Date							
5.							



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Additional Awards													
	Safe	ty Av	vard										
Date													
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Date													
JUNIOR AIDE	Brov	vnie '	Wing	gs									
Date													
_													
	Brid	ging											

Date							



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Additional Awards												
	Safe	ty Av	ward									
Date												
	Bror	nze A	ward	k								
Date												
SWTRIE CO	Cool	kie E	ntrep	oren	eur	Year	1					
Date												
ENTRE IN COLUMN	Cool	kie E	ntre	oren	eur	Year	2					

Date							