

#### **Bugs**

1. Draw a bug poster						
<b>Date</b> 2. Try a bug craft						
<b>Date</b> 3. See bugs in action						
<b>Date</b> 4. Explore bug homes						
<b>Date</b> 5. Take a bug field trip						



# **Budding Entrepreneur**

1. Come up with an idea that makes life better							
Date  2. Share your idea with others to get feedback							
<b>Date</b> 3. Improve your idea							
4. Share how your idea works							
<b>Date</b> 5. Pitch your idea to an audience							



## **Cabin Camper**

1. Help plan your camping trip	Date							
2. Learn about camping gear	Date							
3. Prepare a camp meal	Date							
4. Learn a new camping skill	Date							
5. Go camping!	Date							



# **Celebrating Community**

1. Explore community symbols							
Date  2. Sing together							
3. Follow a parade							
4. Be a landmark detective							
5. Join a ceremony or celebration							



### **Computer Expert**

<b>Date</b> 1. Paint or draw with an art program							
<b>Date</b> 2. Find some cool facts							
<b>Date</b> 3. Take a trip online							
<b>Date</b> 4. Make a connection							
5. Have some computer fun							



#### **Dancer**

<b>Date</b> 1. Warm up and get moving							
2. Try a new dance							
Date  3. Take to the floor like a dancer							
<b>Date</b> 4. Make up your own dance							
<b>Date</b> 5. Show your moves!							



#### **Democracy**

1. Find out about local government							
Date  2. Find out about state government							
Date  3. Find out about our country's legislative branch							
4. Find out about our country's executive branch							
Date 5. Find out about our country's judicial branch							



### **Eco Friend**

<b>Date</b> 1. Think of ways to help the outdoors							
2. Observe outdoor spaces							
<b>Date</b> 3. Build a safe campfire							
4. Take care of wildlife							
<b>Date</b> 5. Practice being kind							



## **Fair Play**

STAND STAND							
<b>Date</b> 1. Follow the rules							
<b>Date</b> 2. Include everyone							
3. Be part of a team							
4. Keep score							
<b>Date</b> 5. Have a field day							



#### First Aid

<b>Date</b> 1. Find out how to get help from 911							
Date  2. Talk to someone who treats injured people							
<b>Date</b> 3. Make a first-aid kit							
<b>Date</b> 4. Learn how to treat minor injuries							
5. Know how to prevent and treat outdoor injuries							



# Fling Flyer Design Challenge

Date							
1. Learn about forces that affect flight							
Date							
2. Design and build a Fling Flyer							
Date							
3. Test your Fling Flyer							
Date							
4. Analyze and share your results							
Date							
5. Brainstorm ways to improve your design							



## **Girl Scout Way**

GS							
Date							
1. Sing everywhere							
Date							
2. Celebrate Juliette Low's birthday							
Date							
3. Share sisterhood							
Date							
4. Leave a place better than you found it							
Date							
5. Enjoy Girl Scout traditions							



### **Give Back**

GIVE BACK It's Your Business—Run It!							
Date  1. Find out about businesses that give							
back							
Date							
2. Set a giving goal							
Date							
3. Involve your customers							
Date							
4. Practice giving back							
Date							
5. Tell your cookie customers how they helped							



### Hiker

<b>Date</b> 1. Decide where to go							
<b>Date</b> 2. Try out a hiking skill							
<b>Date</b> 3. Pick the right gear							
4. Pack a snack for energy							
<b>Date</b> 5. Go on your hike!							



#### **Home Scientist**

<b>Date</b> 1. Be a kitchen chemist							
2. Create static electricity							
<b>Date</b> 3. Dive into density							
<b>Date</b> 4. Make something bubble up							
<b>Date</b> 5. Play with science							



### **Household Elf**

Date							
1. Save energy							
Date							
2. Save water							
Date							
3. Go natural							
Date							
4. Reuse or recycle							
Date							
5. Clear the air							



#### **Inventor**

1. Warm up your inventor's mind							
2. Find lots of ways to solve the same problem							
Date  3. Make a needs list							
<b>Date</b> 4. Solve a problem							
<b>Date</b> 5. Share your invention							



## Leap Bot Design Challenge

<b>Date</b> 1. Learn about springs							
<b>Date</b> 2. Build your Leap Bot							
Date  3. Create a way to test how well your Leap Bot performs							
4. Record the results of your test							
<b>Date</b> 5. Share your results							



#### Letterboxer

1. Get started with letterboxing							
<b>Date</b> 2. Find your own stamp							
3. Practice solving clues							
4. Search for a letterbox							
<b>Date</b> 5. Make a letterbox							



# **Making Friends**

1. Make friendly introductions	9						
2. Show friends you care	9						
3. Share favorite activities	9						
4. Learn how to disagree	9						
5. Practice friendship!	9						



## **Making Games**

<b>Date</b> 1. Try a scavenger hunt							
Data							
2. Make up a mystery game							
<b>Date</b> 3. Create a party game							
<b>Date</b> 4. Change the rules							
5. Invent a whole new sport							



### **Meet My Customers**

Meet MY CUSTOMERS It's Your Business -Run It!							
Date							
1. Find out where your customers are							
Date							
2. Talk to some customers							
Date							
3. Practice handling money and making change							
Date							
4. Role-play good customer relations							
Date							
5. Thank your customers!							



### **Money Manager**

MONEY Manager							
Date  1. Shop for elf items with your elf doll							
<b>Date</b> 2. Go grocery shopping							
3. Go clothes shopping							
4. Get ready for school							
<b>Date</b> 5. Have some fun							



### My Best Self

45 44 47							
<b>Date</b> 1. Get to know your body							
2. Eat and play in a healthy way							
3. Find out how your body works							
4. Know what to do if something bugs you							
<b>Date</b> 5. Meet a health helper							



## **My Family Story**

<b>Date</b> 1. Explore family stories							
2. Know where your family is from							
<b>Date</b> 3. Make a story tree							
4. Find an object that means something to your family							
5. Share your family story							



## **My Great Day**

<b>Date</b> 1. Start your day right							
<b>Date</b> 2. Sort out your stuff							
Date  3. Make homework a breeze							
<b>Date</b> 4. Plan ahead							
5. Help others get organized							



### **Outdoor Adventurer**

Date  1. Play outdoors in a new way							
<b>Date</b> 2. Explore nature							
Date  3. Buddy up and play outdoor games							
<b>Date</b> 4. Learn a camp skill							
5. Care for the outdoors							



### **Outdoor Art Creator**

1. Find art ideas outdoors	Pate						
2. Make something!	ate						
3. Dance or make music outdoors	ate						
4. Be a nature photographer	ate						
5. Design with nature	Pate						



## **Painting**

1. Get inspired	ate						
2. Paint the real world	d						
3. Paint a mood	ate						
4. Paint without brushes	ate						
5. Paint a mural	ate						



#### **Pets**

1. Find out what care different pets need							
<b>Date</b> 2. Keep a pet comfy							
3. Help a pet stay healthy and safe							
4. Make a pet feel loved							
<b>Date</b> 5. Feed a pet							



# **Philanthropist**

Philanthropist							
1. Learn what every person needs							
2. Investigate how to help people who are hungry							
3. Find out how to help people who need clothing							
4. Know how to help in times of emergency							
<b>Date</b> 5. Think—and act—like a philanthropist							



#### **Potter**

<b>Date</b> 1. Find some pottery							
2. Get to know clay							
3. Make a simple pot							
<b>Date</b> 4. Make an art piece							
<b>Date</b> 5. Paint and glaze!							



## Race Car Design Challenge

1. Learn how design can affect speed						
Date  2. Design and build  your race car						
3. Design your racetrack						
4. Conduct a fair test and record results						
5. Share what you learned						



#### Senses

<b>Date</b> 1. Look around							
<b>Date</b> 2. Listen to the world							
3. Put your nose to work							
<b>Date</b> 4. Take a taste test							
<b>Date</b> 5. Touch and feel							



#### **Snacks**

Date							
1. Find out about different types of snacks							
Date							
2. Make a savory snack							
Date							
3. Try a sweet snack							
Date							
4. Snack for energy							
Date							
5. Slurp a snack							



## **Snow or Climbing Adventure**

Date							
1. Choose your outdoor adventure							
Date							
2. Plan and prepare							
Date							
3. Gather your gear							
Date							
4. Train for your adventure							
Date							
5. Go on your outdoor adventure							



## **Space Science Adventurer**



## **STEM Career Exploration**

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



#### **Trail Adventure**

Date  1. Choose your outdoor adventure							
<b>Date</b> 2. Plan and prepare							
<b>Date</b> 3. Gather your gear							
4. Train for your adventure							
5. Go on your outdoor adventure							



## **Automotive Engineering: Design**

Date							
1. Explore how people move from place to place							
Date							
2. Discover design criteria							
Date							
3. Choose your vehicle's design criteria							
Date							
4. Sketch a vehicle to meet your criteria							
Date							
5. Sculpt and share your vehicle							



## **Automotive Engineering: Engineering**

<b>Date</b> 1. Learn about simple machines in vehicles							
Date							
2. Engineer a vehicle for safety based on criteria							
Date							
3. Build a vehicle prototype							
Date							
4. Test and revise your vehicle prototype							
Date							
5. Share your vehicle prototype and testing results							



## **Automotive Engineering: Manufacturing**

	7							
	Date							
1. Experience the manufacturing process								
2. Learn about	Date							
the automotive manufacturing process								
3. Plan your own	Date							
automotive manufacturing process								
	Date							
4. Manufacture a s vehicles	set of							
5. Share your	Date							
automotive manufacturing process								



**Cybersecurity: Basics** 

·							
Date							
1. Find out how you use technology							
Date							
2. Discover what your technology can do							
Date							
3. Find out how to create layers of security							
Date							
4. Find out how to use real-life safety rules when you go online							
Date							
5. Find out how messages travel on the internet							



# **Cybersecurity: Safeguards**

<b>Date</b> 1. Create your identity							
2. Find out what information to keep private when you go online							
3. Find out how to share information safely online							
4. Find out why you have to be careful about who you trust online							
5. Find out how messages travel on the internet							



## **Cybersecurity: Investigator**

_							
Date  1. Crack a code to solve a problem							
Date  2. Investigate what's real and fake in photos							
Date  3. Find out about digital footprints							
4. Investigate how a computer virus can spread							
5. Explore a cyber attack							



## **Robotics: Programming Robots**

V11110101010101 V1111V10101V	7							
	Date							
1. Learn how robo work	ts							
	Date							
2. Discover the ro brain	bot							
	Date							
3. Learn about programming								
	Date							
4. Try simple programming								
	Date							
5. Code a robot								



# **Robotics: Designing Robots**

<b>Date</b> 1. Explore how robots imitate nature							
Date  2. Learn about the parts of a robot							
<b>Date</b> 3. Plan your robot							
Data							
4. Create a prototype							
Date							
5. Get feedback on your robot							



## **Robotics: Showcasing Robots**

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							
<b>Date</b> 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. Use events to make things happen							
Date							
4. Learn about women in computer science							
Date							
5. Create your own set of commands that use events							



# 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, test, and improve your maze game using iteration							
Date							
5. Share your game with others							

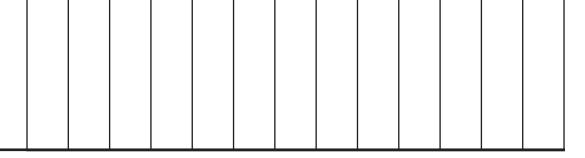


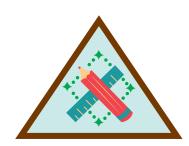
## **Coding for Good: App Development**

Date							
1. Discover how apps can be used "for good"							
Date							
2. Decompose the needs of your app user							
Date							
3. Design your app screens							
Date							
4. Create algorithms for your app that include events							
Date							
5. Share and improve your app with user feedback							



Engineering Journey





Think Like an Engineer

Date							

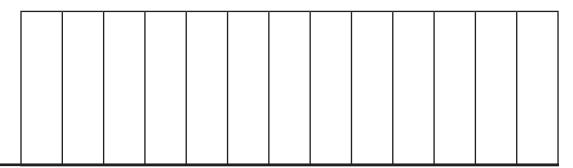


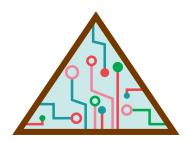
Take Action

Date							



Computer Science Journey





Think Like a Programmer

Date							

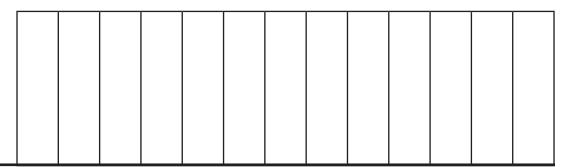


Take Action

Date							



Outdoor STEM Journey





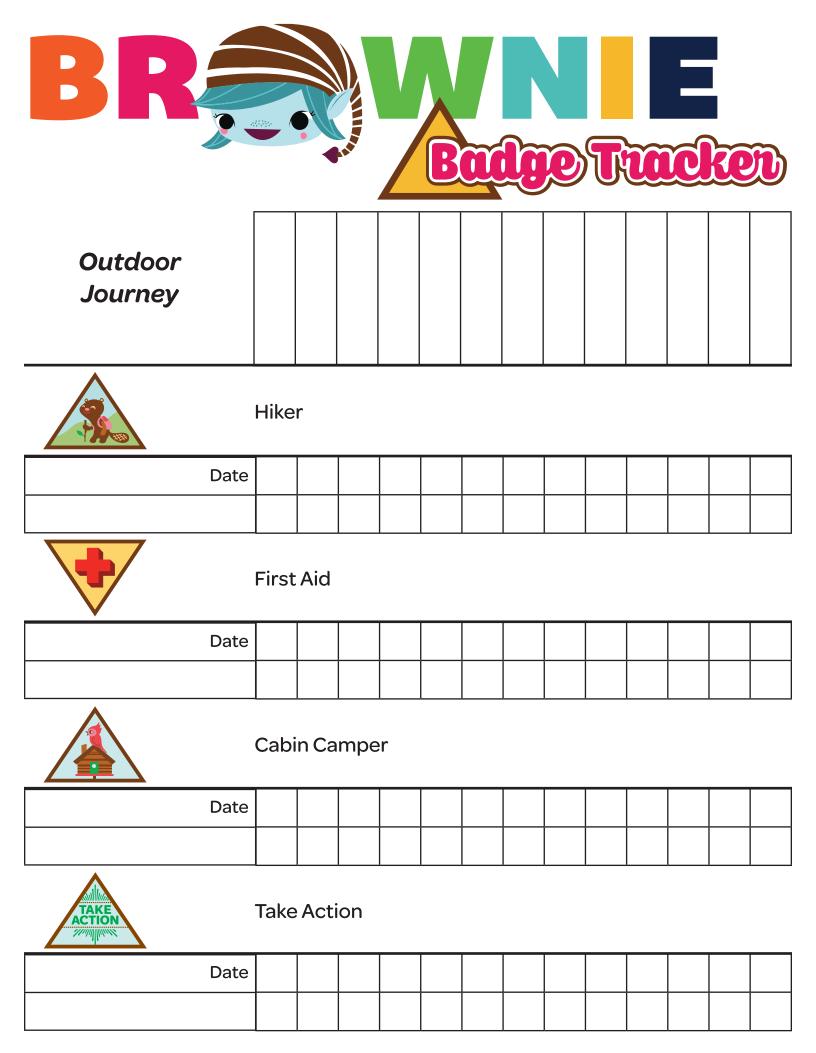
Think Like a Citizen Scientist

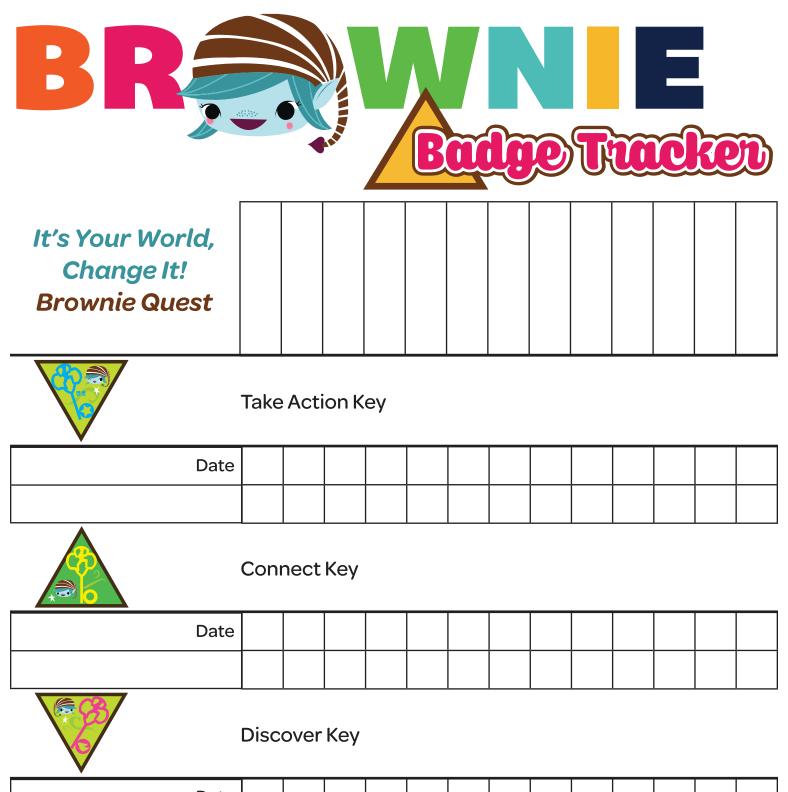
Date							



Take Action

Date							



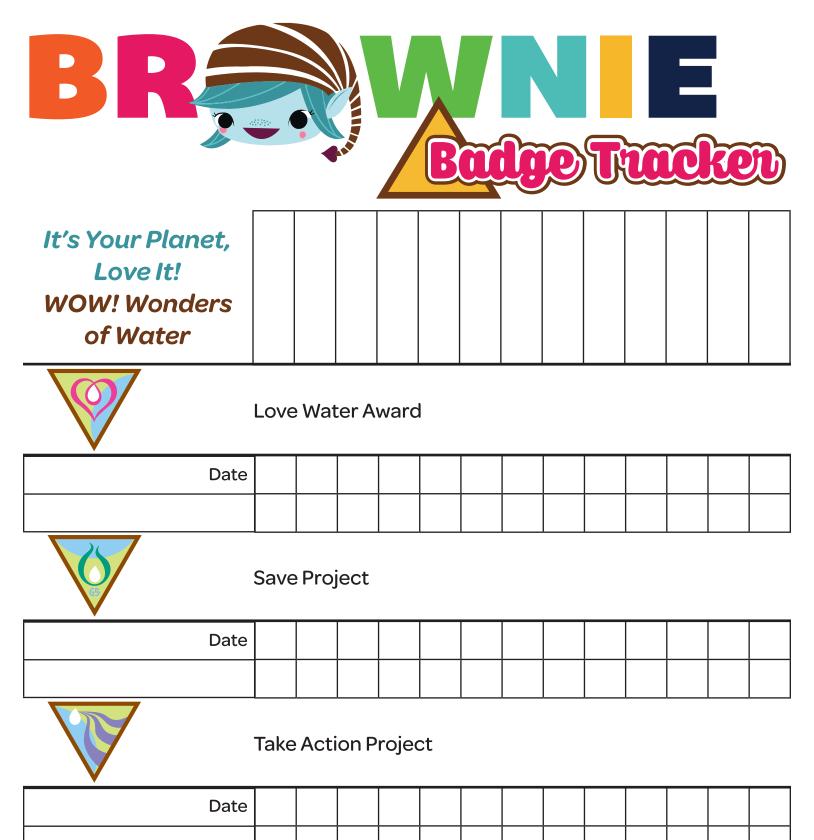


Date							



**Brownie Quest Award** 

Date							



Volto Saria	WOV	<b>V!</b>			

Date							



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It's Your Story, Tell It! A World of Girls													
	Hea	r a St	ory /	٩war	d								
Date													
	Chai	nge a	a Sto	ry Av	vard								
Date													
	Tell a	a Sto	ry Aı	ward									
Date													
	Bett	er W	orld	for G	airls!	Awa	rd						

Date							



Additiona	l
Awards	



### Safety Award

Date							



### My Promise, My Faith Year 1 & 2

Date							



#### **Brownie Wings**

Date							



### Bridging

Date							

