

Cadette Basics

A Guide for Girl Scout Cadette Leaders

Welcome to our Cadette Basic Guide!

Thank you for volunteering to share your skills and time with Girl Scouts! Your unique talents and abilities will help girls grow through the Girl Scout Leadership Experiences. Being a part of the Girl Scout movement offers adult volunteers an opportunity to mentor girls and help them discover themselves, connect with others, and take action to make the world a better place. As a leader, you will experience personal growth and the satisfaction of being a part of the girl's development. Welcome!

Susan Douglas
Chief Executive Officer

The Foundation of Girl Scouting

The Girl Scout program is fun with purpose! It is based on the Girl Scout Promise and Law that generations of girls have followed. All Girl Scout members girls and adults accept the Promise and Law upon joining.

Girl Scout Promise

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.

*Individuals are free to substitute their own wording for "God" that best reflects their spiritual beliefs.

Girl Scout Mission

Girl Scouting builds girls of courage, confidence, and character, who make the world a better place.

Girl Scout Law

I will do my best to be
honest and fair,
friendly and helpful,
considerate and caring, courageous and strong, and responsible for what I say and do, *and to respect myself and others, respect authority, use resources wisely, make the world a better place, and be a sister to every Girl Scout.*

Girl Scout Sign



The Girl Scout **Learning Experience**

What makes Girl Scouts truly unique? Everything is designed especially for, and is tested by, girls! Our program centers around our research-backed Girl Scout Leadership Experience—that is, *what* girls do and *how* they do it. Activities are girl-led, which gives girls opportunities to explore leadership roles and “learn by doing” in a cooperative-learning environment.

In Girl Scouts, girls will:

Discover: Every activity girls tackle in Girl Scouts helps them discover who they are, what they care about, and what their talents are.

Connect: Girls collaborate with and learn from other people and expand their horizons. This helps them care about and inspire others locally and globally.

Take Action: As girls connect with and show care for others, they become eager to take action to make the world a better place.

So what does this mean for your troop? Through Girl Scouting, your girls will develop a strong sense of self, demonstrate positive values, seek challenges, solve significant problems in her community, and establish healthy relationships. These aren’t just good qualities—they’re leadership skills that will last a lifetime!

What is the Girl Scout Program?

No matter what excites your girls, they’ll find engaging and fun activities in the four areas that make up the core of the Girl Scout program:



STEM

Computer science, engineering, robotics, outdoor STEM, and more



OUTDOORS

Adventure and skill building, from the backyard to the backcountry, including through camping experiences for all ages



LIFE SKILLS

Civic engagement, healthy living, global citizenship, communication skills—to name a few



ENTREPRENEURSHIP

The Girl Scout Cookie Program—the largest girl-led entrepreneurial program in the world— teaches goal setting, decision making, money management, business ethics, and people skills

Whether they complete Girl Scout Leadership Journeys, earn badges, unleash their inner entrepreneur through the Girl Scout Cookie Program, pack for their first hike, change the world through “Take Action” projects, or any combination of these activities, at Girl Scouts, every girl has countless ways to explore our four program areas and hone the skills they’ll need to power a lifetime of success—whatever that looks like for them.

Girl Scout-Led for Cadettes (Grades 6-8)

As the troop leader of a Cadette troop, you will coach your Girl Scouts so that they can lead the planning, decision-making, learning, and fun for their troop. This ensures that they are engaged in their learning and experience leadership opportunities as they prepare to become active participants in their local and global communities.

When your Girl Scouts are planning a project or activity, you may need to think through tasks that will need to happen, consider their readiness level for those tasks, and if the tasks could be broken down into smaller steps to help them be successful. You should also consider which tasks are essential to group safety.

Girl Scouts at the Cadette Age

As Girl Scouts become teens, their personalities continue to develop. Girl Scouts at this age are beginning to form peer groups based on their similar interests. When engaging in discussion and debate, they may need guidelines for depersonalizing arguments. The Patrol, Executive Board, and Town Meeting System (forms of troop government) are great ways for Girl Scouts at this age to have discussion and make decisions.

The Patrol System

The Patrol System is one of three common forms of government used for older Girl Scout troops. In the Patrol System, girls learn communication and decision-making skills by participating in smaller group discussions and then selecting a lead to represent their group. Divide Girls into Groups: Girls are divided into small groups of four to six, called “patrols.” Each patrol can choose a patrol name, a symbol, a patrol lead, and assistant patrol leaders. Members of the patrol rotate as leaders so that everyone has an opportunity throughout the year.

The Executive Board

The Executive Board is one of three common forms of government used for older Girl Scout troops. In the Executive Board, girls rely on one leadership team for the whole troop, which is called an “Executive Board.” Elect the Board: Girls should elect board positions such as president, vice-president, secretary, and treasurer for your troop. The number of officers and positions may vary, depending on the needs of your troop. Hold Board Meetings: The board holds meetings outside of regular troop meetings to discuss troop matters. The board should report to the troop on a regular basis regarding decisions made, and most importantly, seek feedback and input from the troop before final decisions are made.

The Town Meeting System

The Town Meeting System is one of three common forms of government used for older Girl Scout troops. In this system, there is no formalized government structure. The girls discuss and make decisions as an entire troop. Have a Girl Moderator: This system requires a girl moderator to ensure that everyone gets a chance to speak and provide input. Girls should be leading the discussion with very little help from the leaders, so it’s especially important to establish guidelines for discussion. Each patrol leader represents her group in a Court of Honor consisting of other patrol leads. The Court of Honor meets with an adult leader who helps guide decision-making. Patrol leaders communicate all decisions made in the Court of Honor back to their patrols.

Girl Scout-led Examples

Here are some ways to ensure your Girl Scouts are taking the lead in your Cadette troop:

- Expose them to opportunities to teach or guide others as well as support their community in providing service to others.
- Encourage them to plan challenging activities and serve as a resource for them.
- Think about coaches in sports—the coaches don't generally play in the game; they provide encouragement and direction from the sidelines.

Inviting and Welcoming a New Girl into Your Troop

Girl Scouts is all about making new friends and keeping the old! Here are some ways to invite a new girl into your troop.

-Create Invites

Girls can create paper invites and pass them out at school, sports meetings, club meetings, church, or out in the community. Or, you can use social media to get the word out. Make sure girls only include their first name on the information they distribute and have all inquiries come through the troop leader.

-Host a 'Bring a Friend' Troop Meeting

It's common that girls might want to invite friends to troop meeting to see what Girl Scouts is all about. You can create a special 'Bring a Friend' meeting for your troop, or designate certain meetings throughout your year where girls can bring friends. Be sure to consult Safety-Wise for the required girl/adult ratios for meetings.

Girls Scouts is an inclusive organization that welcomes all girls to be a part of the fun! You and your troop will want to make sure that any new troop member feels welcome and included—here are some inviting ideas:

-Create a Welcome Letter

Have the troop write, decorate, and sign a welcome letter. They can even write personal messages for new Girl Scouts.

-Plan an Investiture Ceremony

An investiture ceremony is a chance to welcome a new girl in the world of Girl Scouting. Work with your troop and plan an investiture (or your own ceremony) to welcome the new girl at her first meeting, and let your troop come up with the ideas of activities or songs.

An investiture ceremony might look something like this:

Start in the Friendship Circle and sing a song and recite the Girl Scout Promise together.

While in the circle, girls take turns introducing themselves and one thing that they love about Girl Scouts. The leader pins the new girl with a World Trefoil Pin and Girl Scout Membership Pin and shakes her hand using the Girl Scout handshake, welcoming her into the world of Girl Scouts.

Close the ceremony with the Friendship Circle Squeeze. Later in this guide you will find a sample investiture ceremony for Juniors.



Parts of a Troop Meeting

Troop meetings can be broken down into 6 parts. Here are all 6 parts.

Start Up! Plan activities for girls as they arrive for the meeting so they have something to do until the meeting begins. It could be as simple as coloring pages, or a crossword puzzle (found on the next page.) (5 minutes)

Opening! Each troop decides how to open their meeting- most begin with the GS Promise and Law, a simple flag ceremony, song, game, or story. (5-10 minutes)

Business! Collect dues and make announcements, or plan an upcoming event or trip- this gives you a chance to keep families informed.

Activities! Use the meeting plans on Volunteer Toolkit. Activities are already designed to fit easily into this part of your meeting as you help your troop earn badges and complete Journeys. (30-45 minutes)

Clean Up! Girl Scouts should always leave a place cleaner than they found it! (5 minutes)

Closing! Just like opening, each troop can decide how to close- with a song or game. Don't forget the friendship circle!

Opening and Closing a Meeting or Activity

There are many kinds of ceremonies in Girl Scouting. Ceremonies reinforce values, pass on traditions, recognize accomplishments, strengthen friendships and give life to the beliefs established by the Girl Scout Promise and Law. They are a means for girls to express their feelings, friendship, patriotism and service.

Every meeting should have an official opening and closing that tells girls the meeting is about to begin or end. Meeting openers are a way to develop a sense of unity in the troop and the routine can be as unique to your troop as your girls want it to be. Often leaders or designated girls ask troop members to sit or stand in a circle or horseshoe formation. Examples of suggested opening activities are: reciting the Girl Scout Promise, a simple flag ceremony, a Girl Scout song (serious or silly!) the sharing of a favorite poem or each girl sharing something special about her day.

For closing, often girls gather in a friendship circle and sing "Taps" or "Make New Friends". Some variations include a friendship circle with the passing of a hand squeeze.

To make a friendship circle and pass a friendship squeeze, stand with the girls in a circle and cross your right arm over your left, then link hands with the Girls Scout standing beside you. To pass a friendship squeeze determine who will start the squeeze. This person should silently think a happy thought for the girl next to her and gently squeeze her hand. That girl will do the same and squeeze the next girl's hand until the squeeze has gone all the way around the circle. Once the squeeze returns to the start, the Girl Scout starting the squeeze dismisses the group.

Other closing ideas include making an archway. Girls make two lines facing each other, then reach up making arches with their arms; the pair farthest from the door goes through under the arches, then the next pair, etc. The last two go out under the arch made by the two adult leaders.



Running a Safe Girl Scout Meeting

Listed below are the essential building blocks for running a safe Girl Scout meeting.

Adult-to-girl ratios

Adult-to-girl ratios in Girl Scouting show the minimum number of Council-approved adults needed to supervise a specific number of girls. These supervision ratios were devised to ensure the safety and health of girls. For example, if one adult has to respond to an emergency, a second adult is always on hand for the rest of the girls. The chart below is helpful to understand the safety ratios involved for both troop meetings and outings for all Girl Scout grade levels.

	Group Meetings		Events, Travel, and Camping	
	Two unrelated volunteers (at least one of whom is female) for every:	One additional volunteer to each additional:	Two unrelated volunteers (at least one of whom is female) for this number of girls:	One additional volunteer to each additional:
Girl Scout Daisies (grades K-1)	12	6	6	4
Girl Scout Brownies (grades 2-3)	20	8	12	6
Girl Scout Juniors (grades 4-5)	25	10	16	8
Girl Scout Cadettes (grades 6-8)	25	12	20	10
Girl Scout Seniors (grades 9-10)	30	15	24	12
Girl Scout Ambassadors (grades 11-12)	30	15	24	12

Follow the Girl Scout Safety Guidelines and Safety Activity Checkpoints

Safety instructions are detailed in the Girl Scout Safety Guidelines and the Safety Activity Checkpoints. Whether you're going swimming or hiking, or headed to a theme park, please read and follow the Safety Activity Checkpoints for your specific activity. Share them with other volunteers, parents, and girls before engaging in your activities. (From the GSKWR website, search: "safety activity checkpoints".)

Review Volunteer Essentials: For more details on safety issues like Internet safety, financial policies, traveling, creating safe spaces for girls, and volunteer responsibilities, reference Volunteer Essentials, found on the GSKWR website.

First Aid: Make sure a general first aid kit is available at your meeting place and accompanies girls on any activity (including transportation to and from the activity). Be aware that you may need to provide this kit if a fully stocked one is not available at your meeting site.

Health history forms: Every girl in your troop should also complete a health history form found in your Welcome guide. A medical emergency can happen at any time, so always be prepared. Take a photo of our emergency procedures card on your phone for quick access to emergency information. This card is also found in your Welcome guide.

First Aider: A First Aider is what Girl Scouts call an adult volunteer who has taken Girl Scout-approved first aid and CPR training which includes specific instructions for both adult and child CPR. Activities may take place in a variety of locations, which is why first-aid requirements are based on the remoteness of the activity location, as noted in the Safety Activity Checkpoints for that activity.



Managing Troop Funds

Below are a few tips that will help you manage your troop account. These include:

1. Reconciling the troop account to the bank statement each month.
2. Reporting to the troop regularly about the troop's financial activity and current cash balance.
3. Understanding the cookie program process.
4. Understanding money-earning project guidelines.
5. Preparing the semi-annual troop financial report and submitting it to the Service Unit Banking Specialist or membership staff.

Money Earning Guidelines for Girls, Service Units and Adults.

Helping girls plan, budget, earn and manage money is an integral part of the Girl Scout Leadership Experience. Girls learn the important skills of goal setting, decision making, money management, people skills and business ethics through Girl Scouts' Fall Product and Cookie Programs. Additional Council-approved Troop Fundraising – through either Money Earning Activities or Adult Fundraising – provide opportunities beyond Cookie and Fall Product Program proceeds.

Money Earning Activities refer to activities that follow a budget and are planned and carried out by girls in partnership with adult volunteers to earn money for the troop/group. Money Earning Activities provide skill-building opportunities for girls. Girls earn funds by providing a service or product and should be learning while earning as they work together as a team to meet their goals.

Adult Fundraising refers to a relationship between an adult Girl Scout Volunteer and a donor - one in which the donor lends support to the troop/group in the form of money or products/services to benefit a specific, budgeted activity for the troop/group. These donors may receive a tax deduction, as allowable by law. Girls are not allowed to solicit these funds. (See Highest Awards below.) The main difference is who will be planning and organizing the activity or event. If it is adults organizing the event or asking for funds, then it is considered Adult Fundraising. If it is the girls who are planning and organizing the activity and performing the service to earn the money, then it is considered a Money Earning Activity.

Check out our website for more information: <https://www.gskentucky.org/en/for-volunteers/Troop-Fundraising.html>



MEETING OVERVIEW

Entertainment Technology 2

Note to Volunteers:

The excitement of running troop meetings for the first time can sometimes be overwhelming. For that reason, scripting is included to help. These "lines" are under the heading "**SAY**;" however, you're the expert. If you feel you don't need the script, do what makes sense for you and your girls.

Your girls may ask you things that you don't know-that's ok! Brainstorm ways you can work together to find the answers.

Five Steps/Three Choices per Step

Each Junior must complete five steps in order to earn her Entertainment Technology badge. Each step has three activity choices. Girls will have decided the choices for this meeting in Entertainment Technology 1.

Prepare Ahead

- **General:** Talk to anyone helping with this meeting and explain how they can assist in making the meeting a success.
- **General:** Be sure that girls have signed the **Internet Safety Pledge** before any activities requiring using the internet. Have a copy on hand in case anyone needs to sign it before beginning.
- **General:** For any activities involving guest speakers, do your best to invite guests who are women.
- **Opening Ceremony:** If your girls need it, print out copies of the **Girl Scout Promise and Law**.
- **Create a Roller Coaster with Marbles and Foam Tubing:** This activity requires cutting the foam tubing. If you and/or volunteers can do this prior to the meeting, it will save time and clean up.
- **Try the Green Screen:** Invite guest experts in to lead the girls in exploring these fields of entertainment technology
- **Play Makeup Artist:** Invite guest experts to come in to lead the girls in exploring these fields of entertainment technology.
- **Go on an Elephant Hike:** This activity choice works best if the second portion is done outdoors. If the weather doesn't cooperate and you haven't prepared a backup activity, be sure you are in an indoor place where girls can walk around to different areas for about five minutes.

Get Help from Your Friends and Family Network

- See if anyone is able to lead or support an activity or meeting.

Award Connection

Entertainment Technology

There's an old saying that all work and no play makes life pretty dull. But if girls learn the ins and outs of entertainment technology, they can end up with work that's all about play! Discover the sound waves in a ringtone, the light magic that makes movies, and the topsy-turvy physics of roller coasters. When girls have earned this badge, they'll know the science behind the world of entertainment.

Steps

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

In this session, girls earn their Entertainment Technology badge.

MEETING PLAN

Entertainment Technology 2

Activity 1: As Girls Arrive

Time Allotted : 5 min

**Time Allotment**

5 minutes

Materials

- Snack (optional)

Steps

As girls arrive, ask if any of them dove more deeply into programming or animation since the last meeting.

Ask them to describe or show what they'd worked on!

Activity 2: Opening Ceremony

Time Allotted : 5 min

Time Allotment

5 minutes

Materials

- Girl Scout Promise and Law

Steps

Welcome the girls to the second Entertainment Technology badge meeting and have them gather in a circle.

Girls say the Girl Scout Promise and the Girl Scout Law together.

SAY:

- *In the last meeting, we focused a lot on the technology that goes into entertainment that happens on a screen like cartoons, animation, and games.*
- *In this meeting-in addition to the entertainment we get when using our eyes-we're going to look at the technology behind entertaining the other senses, like touch and sound!*
- *Let's get started!*

Activity 3: Select Your Activity**Choice 1: Create a Roller Coaster with Marbles and Foam Tubing**

Time Allotted : 15 min

**Time Allotment**

15 minutes

Materials

- Foam insulation tubing (6-feet of 1-inch foam; one per two girls)
- Paper towel/toilet-paper tubes
- Marbles or mini cars
- Duct or masking tape

Steps

This activity requires space and may require help from volunteers. If the weather is pleasant, this activity could be done outside, though keeping it in a large enough indoor space may be best.

Prior to the meeting, cut the tubing in half length-wise.

SAY:

- *How many of you have been on a roller coaster?*
- *What about a carnival ride?*
- *Which ones?*
- *Did you like all of the rides you went on?*
- *For the rides you didn't like, what didn't you like about them?*
- *What about the rides you enjoyed? What did you like about them?*
- *Okay, how many of the rides gave you that sort of butterfly or floaty feeling in your stomach?*
- *Did any of the rides press you down into your seat?*
- *People who design rides are engineers. They study science and math to figure out just the right speed, gravity, and angles for carnival ride and roller coaster riders to have a good time but not feel sick.*
- *But some people still feel sick anyway! Not all rides are for everybody!*

Bring out the foam tubing pieces, cardboard tubes, tape and marbles.

For the rest of this activity, you can either do it together as a troop, or divide the girls into groups of 2-4. Whether done in small groups or as one large group, girls will be building a roller coaster using foam tubing and the riders will be the marbles.

SAY:

- *Okay, now you're going to build a roller coaster!*
- *What are some things a roller coaster has?*
- *Yes! Most roller coasters start with a big drop, that's what gives the car enough speed to go in loops and take fast turns.*
- *When you're building your roller coaster, build it with at least one of these three things: a big drop, a tunnel, and a loop. The loop can either be upside down or around.*
- *Ready? Go!*

Give the girls about 20 minutes to build their roller coasters. If you've divided up into small groups, go around and have girls share their roller coasters with each other.

Choice 2: Catapult Some Stuff

Time Allotted : 15 min

**Time Allotment**

15 minutes

Materials

- Ruler or yardstick (one per two girls)
- Bag of marshmallows
- Tennis or ping-pong balls
- Banana, thread spool, or brick (to be a fulcrum; one per two girls)

Steps

This activity requires space and may require help from volunteers. If the weather is pleasant, this activity could be done outside, though keeping it in a large enough indoor space may be best.

SAY:

- *How many of you have been on a roller coaster?*
- *What about a carnival ride?*
- *Which ones?*
- *Did you like all of the rides you went on?*
- *For the rides you didn't like, what didn't you like about them?*
- *What about the rides you enjoyed? What did you like about them?*
- *How many of the rides gave you that sort of butterfly or floaty feeling in your stomach?*
- *Did any of the rides press you down into your seat?*
- *People who design rides are engineers. They study science and math to figure out just the right speed, gravity, and angles for carnival ride and roller coaster riders to have a good time but not feel sick.*
- *But some people still feel sick anyway! Not all rides are for everybody!*

At this point, have the girls pair off. Give each pair a yardstick or ruler, a fulcrum, and a marshmallow and a ball.

SAY:

- *Now, who knows what a catapult is?*
- *A catapult is exactly like a giant playground see-saw that launches things into the air.*
- *There aren't many theme parks or carnivals that have a catapult as a ride-people would really get hurt-but there are rides that use the science of a catapult to give riders the feeling of being launched into the air.*
- *Now you're going to make a catapult!*
- *Your yardstick or ruler is called a lever. That's the arm that will throw the object.*
- *The other piece you have is called the fulcrum. Who can guess what this does?*
- *Yes! The fulcrum is the thing the lever sits on.*
- *And finally, you have your rider! In this case it's a marshmallow and ball.*
- *In your pairs, make a catapult using your items.*
- *See how far you can launch your rider!*
- *If they don't go very far, try changing the position of your fulcrum!*

Give girls several minutes to experiment with their catapults. If some girls are using yardsticks, have them swap with pairs using rulers. Ask them what happens to their rider if the lever is longer or shorter?

Choice 3: Figure Out Centrifugal Force

Time Allotted : 15 min

**Time Allotment**

15 minutes

Materials

- Small buckets
- Water
- Towels

Steps

This activity is best done outside with access to a water source. If weather doesn't permit, be sure to have a back-up activity.

SAY:

- *How many of you have been on a roller coaster?*
- *What about a carnival ride?*
- *Which ones?*
- *Did you like all of the rides you went on?*
- *For the rides you didn't like, what didn't you like about them?*
- *What about the rides you enjoyed? What did you like about them?*
- *Okay, how many of the rides gave you that sort of butterfly or floaty feeling in your stomach?*
- *Did any of the rides press you down into your seat?*
- *People who design rides are engineers. They study science and math to figure out just the right speed, gravity, and angles for carnival ride and roller coaster riders to have a good time but not feel sick.*
- *But some people still feel sick anyway! Not all rides are for everybody!*

Pass out a bucket to each girl. Have them fill the buckets halfway full of water. You fill up a bucket for yourself, too.

SAY:

- *What do you think would happen if I spun my bucket around?*

Spin around either in a circle with the bucket held out or spin the bucket in an upside-down circle with just your arm.

SAY:

- *Now all of you try it!*
- *Be sure there's enough space between you so you don't hit each other.*
- **HOLD ON TIGHT TO YOUR BUCKETS!**

Give girls a few minutes to experiment with spinning buckets of water and not getting wet.

SAY:

- *Okay. Why aren't any of you wet?*
- *Why do you think the water stayed in?*
- *The thing that keeps the water inside the bucket is call centrifugal force.*
- *Does anyone know what centrifugal means?*
- *Let's break up the word. What do you think "centri-" means?*
- *Yes! "centri-" means center or middle.*
- *Now what about "-fugal?" Any guesses?*
- *"Fugal" means "run away!" Like the word fugitive, someone who's running away.*
- *So, what does centrifugal mean?*
- *Yes! Running away from the center!*
- *When you spin with a bucket full of water, you create centrifugal force!*
- *The water is trying to run away from you.*
- *So is the bucket!*
- *But you're holding the bucket.*
- *And the bucket is stopping the water, so nothing can get away!*

Give girls a few more minutes experimenting with the buckets and water if they want. They might even want to try filling the buckets up higher!

**Activity 4: Select Your Activity****Choice 1: Try the Green Screen**

Time Allotted : 30 min

Time Allotment

30 minutes

Materials

- Pens or pencils
- Ruled or plain paper
- Something to write on (table, hardcover books, etc.)
- Laptop or tablet for girls who would like to use them

Steps

The objective of this step is for girls to experience and see a green screen or chroma-key technology in action with a professional or experience photographer or videographer.

Green screen technology is fairly common and affordable among today's photographers, so it may be fairly easy to find a guest---whether the guest is a professional or a hobbyist.

Let girls lead the questions they might have for the guest.

Introduce your guest speaker. To the girls, **SAY:**

- *Who would like to tell our guest what the goal of the Entertainment Technology badge is?*

Have girls describe the badge. When they are finished, fill in any parts they may have left out.

Invite the guest to share what a green screen is, how it works, and then show the girls.

Encourage girls to ask any questions they have. If there is time and the conversation has reached a point where it's appropriate, you can ask the guest any of the following questions to spark conversation. Be sure to let girls follow up with their own questions.

SAY:

- *What other types of special effects do you use in your videos and photography?*
- *What's your favorite thing you've ever done with a green screen?*

Thank your guest for coming in.

Choice 2: Play Makeup Artist

Time Allotted : 30 min

**Time Allotment**

30 minutes

Materials

- TBD by guest make-up artist

Steps

The objective of this step is for girls to do a special make-up effect on one another being guided by an experienced or professional make-up artist for theater, film, television, or photography. The guest could be a professional or a hobbyist, A local theater company is a good place to start the search for a make-up artist who knows their way around special effects.

Let your guest know beforehand that they will be leading the girls in a make-up technique.

Ask the make-up artist what types of make-up and brushes to have on hand for this.

Introduce your guest speaker. **SAY:**

- *Who would like to tell our guest what the goal of the Entertainment Technology badge is?*

Have girls describe the badge. When they are finished, fill in any parts they may have left out.

SAY:

- *Make-up artists don't get nearly as much attention as actors in movies, but they are the reason movies are so memorable!*
- *Harry Potter, The Chronicles of Narnia, the live-action Little Mermaid and more are all examples of movies where the make-up artists are responsible for transforming actors into magical creatures!*

Ask your guest if there's a particular film or show whose make-up artist's work she admires most.

SAY:

- *How do you study to be a make-up artist?*
- *Are the make-up techniques for film different than they are for photography?*
- *What about color vs. black and white?*

Encourage girls to ask any questions they have before the make-up artist starts a walkthrough of the make-up technique.

When it's time to begin, have girls pair off. Have the make-up artist spend five to ten minutes walking the first group of girls through the technique of making-up their partners. When she's done with the first walkthrough, have girls switch places so the made-up girls can apply make-up to their partners.

Be sure all the girls get a chance to take selfies and look in the mirror before moving on to the next activity! Thank your guest for coming in.

Choice 3: Make Your Own 3-D Glasses

Time Allotted : 30 min

**Time Allotment**

30 minutes

Materials

- **3-D!**
- Old sunglasses (one pair per girl)
- Cellophane or acetate
- Red markers
- Blue markers
- Scotch tape
- Scissors
- A 3-D photo or video

Steps

The sunglasses the girls use for this activity should be glasses that they no longer use. An alternative is to get glasses from a dollar store.

Pass out the **3-D!** resource.

SAY:

- *How many of you have ever seen a movie or show in 3-D?*
- *What does it look like?*
- *Is there anything special you have to wear for the 3-D to work?*
- *While you were watching it, did you ever take off the glasses to see what it looked like without them?*
- *What did it look like?*
- *3-D only works if you wear special glasses with red and blue lenses.*
- *Movies and shows filmed in 3-D are filmed with two different lenses placed side-by-side, just like your eyes!*
- *In older times, the left lens would use a red filter and the right lens would use a blue filter.*
- *Then, when you put on the glasses, your eyes mimic the lenses of the camera, and your brain puts the red and blue together giving you "stereoscopic vision"-otherwise known as 3-D!*
- *Now you're going to make your own 3-D glasses.*

Pass out glasses to each girl. **SAY:**

- *The first thing you're going to do is carefully pop out the lenses and put them to the side.*
- *Next, you're going to take the cellophane and cut out shapes the size of the lenses you popped out.*

Give girls a few minutes to do this, then **SAY:**

- *Now, take the red marker and color the left lens red.*
- *When you're finished, color the other one blue.*

Give girls a few minutes to do this, then **SAY:**

- *Now, put your new lenses in the glasses!*
- *Use the tape to keep them in place if you need to.*

Once girls are finished play the film or pull out the 3-D picture. What do the girls see? Does it work?

Activity 5: Select Your Activity**Choice 1: Experiment with Acoustics**

Time Allotted : 30 min

**Time Allotment**

30 minutes

Materials

- Bluetooth speaker or stereo
- Access to at least five different types of spaces
- Pens or pencils
- Ruled or plain paper
- Something to write on (table, hardcover books, etc.)
- Laptop or tablet for girls who would like to use them

Steps

This activity requires five different spaces, such as outside, a small room, a big room with furniture, a big empty room, etc.

SAY:

- *Who has ever heard the word "acoustics?"*
- *What does it mean?*
- *Acoustics mean either the quality of sound in a room or space, or the special branch of science that studies sound.*
- *Have you ever heard your favorite song through your headphones and then heard the same song in a restaurant?*
- *How do they sound different?*
- *The acoustics of headphones are different than the acoustics of a restaurant.*
- *In a restaurant people are talking and moving, but in headphones the sound is going directly into your ears!*
- *That's why it's so important to listen to your headphones at a lower volume!*
- *What you're going to do now is listen to a song at the same volume, the same distance from the speaker in five different rooms.*
- *What you're looking for is how the song sound different in each space.*

Pass our pens or pencils, paper, and something to write on.

If you'd like you can have girls choose the song to play, or you can choose the song. The activity is more concerned with the sound than it is the song itself. If you think the song will distract girls from observing how the sound behaves, go ahead and choose something unfamiliar to the girls.

Girls should stand between three and five feet from the speaker. Choose the volume that you will play the song at and make sure it stays at this volume for each room.

SAY:

- *Okay, now if you want to close your eyes so you can focus on the sound, go ahead!*

Play the song for at least 30 seconds in the first space.

SAY:

- *Great! Take a moment to write down what you noticed about the sound of the song.*
- *Was there any echo? Did it sound quiet? Could you hear the high parts as well as the low parts?*

Give girls a minute or so to write down what they noticed. When everyone is finished, move on to the next space.

Do this for each room, playing the same song for the same 30 seconds at the same volume with girls standing between three and five feet from the speaker.

When girls are finished writing their observations about the sound in the last space,

SAY:

- *What did the first space sound like?*
- *What about the second?*
- *The third?*
- *The fourth?*
- *How did it sound in this space?*
- *Which space had the acoustics you liked most?*
- *What did you like about them?*
- *Was there any space you wished the song was louder?*
- *What about quieter?*

- *What do you think the soundwaves were doing in the space where you wanted the song to be louder?*
- *What about the space where you wanted it quieter?*
- *Did any of you open your eyes while you listened?*
- *Did you find any difference in listening when your eyes were opened vs. when your eyes were closed?*
- *Why do you think that is?*

Choice 2: Go on an Elephant Hike

Time Allotted : 30 min

**Time Allotment**

30 minutes

Materials

- 16 oz. paper cups (two per girl)
- Scissors

Steps

After making the "ears" this activity works best outside. If the weather doesn't cooperate, it can be done inside if there is no backup activity. There's a lot of scissor use in this activity, so having adult volunteers to help out is a good idea.

SAY:

- *Who has ever heard the word "acoustics?"*
- *What does it mean?*
- *Acoustics mean either the quality of sound in a room or space, or the special branch of science that studies sound.*
- *Have you ever heard your favorite song through your headphones and then heard the same song in a restaurant?*
- *How do they sound different?*
- *The acoustics of headphones are different than the acoustics of a restaurant.*
- *In a restaurant people are talking and moving, but in headphones the sound is going directly into your ears!*
- *That's why it's so important to listen to your headphones at a lower volume!*
- *A part of acoustics is studying frequencies.*
- *Frequencies are the space between soundwaves.*
- *High frequencies have tiny spaces between the wave tops.*
- *Low frequencies have big spaces between the wave tops.*
- *What sounds do you think have high frequencies?*
- *What kinds of sounds do you think have low frequencies?*
- *Did you know that there are sounds we can't even hear?*
- *Humans can only hear certain frequencies, but other animals can hear other types of frequencies. For example, cats can hear frequencies that are higher than we can hear, but they miss some of the low sounds that we hear.*
- *Elephants and whales, on the other hand, miss some of the higher frequencies but can hear frequencies lower than we can hear!*
- *For this activity, you're going to make elephant ears.*
- *The ears won't let you hear lower frequencies, but they will do something unusual to your hearing.*

Pass out the paper cups to each girl.

SAY:

- *The first thing you're going to do is cut a line in the side of your cup from the top to the bottom.*
- *Now cut another line about an inch from the first one, so you make a flap in the cup.*
- *Now, fold the flap back and cut it off. This gives you some space to fit your ear.*
- *Now we're going to take a quick walk outside!*

Take the girls outside. Pick a direction and walk for about five minutes. Have girls keep their cups in their hands at their sides and just listen to the sounds around them as they normally would.

When five minutes is up, have girls put their elephant ears over their ears. The cups should look like extensions of their ears.

Turn around and walk back the way you came. When you get back inside, **SAY:**

- *Well, what did you notice?*
- *What did the elephant ears do to your hearing?*
- *Why do you think it did that?*
- *Did the cups catch more soundwaves?*
- *Could you hear more or less with the cups?*

Choice 3: Make a Ringtone for Yourself, a Friend, or Family Member

Time Allotted : 30 min

**Time Allotment**

30 minutes

Materials

- Laptop or tablet (one per girl)
- Headphones (optional)
- Sound-editing software like GarageBand or Audacity (both free)

Steps

This step requires laptops and tablets capable of running free sound-editing software.

It may be good for you to spend a few minutes with one or both types of software prior to the meeting.

SAY:

- *Who has ever heard the word "acoustics?"*
- *What does it mean?*
- *Acoustics mean either the quality of sound in a room or space, or the special branch of science that studies sound.*
- *Have you ever heard your favorite song through your headphones and then heard the same song in a restaurant?*
- *How do they sound different?*
- *The acoustics of headphones are different than the acoustics of a restaurant.*
- *In a restaurant people are talking and moving, but in headphones the sound is going directly into your ears!*
- *That's why it's so important to listen to your headphones at a lower volume!*
- *Now, how many of you have a favorite ringtone?*
- *What about songs? Do any of you hum or write your own songs?*
- *Do you ever record them?*
- *How do you record them?*
- *For this activity, you're going to make your own small music or sound composition!*

Have girls take out their laptops or tablets.

SAY:

- *The easiest way to do this is to first record a sound that you want to use.*
- *Whether you're using GarageBand or Audacity, you have an option to record your voice using your computer's microphone.*
- *Everyone take a minute to hum or say or sing something into your computer while you record it.*

Give girls a few minutes to come up with a melody or saying they want to record. When they're ready, **SAY:**

- *Great! Now look for something called plugins or effects in your software.*
- *Place some effects on your voice.*

Give girls a few minutes to find a plugin or effect they want to use. When they're ready, **SAY:**

- *Great! Now you can do one of two things, you can either record another part to put over your voice, or you can use an instrument in the program to layer on top of what you recorded!*
- *Remember you don't have to fill up the whole recording with sound, you can leave space between the notes and sounds.*
- *Maybe you want to use drums or beatbox over the melody or words you recorded.*
- *Maybe you want another instrument playing in unison with your voice!*

The rest of this activity should be largely self-directed by the girls. Give them about 20 minutes to manipulate the sounds they recorded into a miniature song or ringtone.

Be sure to encourage them to help each other; walk around to see how they're doing. When the 20 minutes is up, have girls share their compositions with the group. Ask them to explain what they did and whether or not the composition came out the way they intended. If it didn't, ask the group if they have any ideas about what parts of the software they could have used to get the composition they wanted.

Activity 6: Closing Ceremony

Time Allotted : 5 min

**Time Allotment**

5 minutes

Materials

- Entertainment Technology badge (one per girl)

Steps

Girls gather in a circle.

SAY:

- *What was your favorite part of the Entertainment Technology badge?*
- *Why?*
- *What's one thing that you'd like to explore more?*
- *You've learned a lot about the technology that goes into making your favorite entertainment! That means that each of you has earned your Entertainment Technology badge! Congratulations!*

Pass out one badge to each girl. End with a Friendship Squeeze.

MATERIALS LIST

Entertainment Technology 2

Activity 1 : As Girls Arrive

- Snack (optional)

Activity 2 : Opening Ceremony

- **Girl Scout Promise and Law**

Activity 3 : Select Your Activity**Activity 4 : Select Your Activity****Activity 5 : Select Your Activity****Activity 6 : Closing Ceremony**

- Entertainment Technology badge (one per girl)

MEETING OVERVIEW

Entertainment Technology 1

Note to Volunteers:

The excitement of running troop meetings for the first time can sometimes be overwhelming. For that reason, scripting is included to help. These "lines" are under the heading "**SAY**;" however, you're the expert. If you feel you don't need the script, do what makes sense for you and your girls.

Your girls may ask you things that you don't know-that's ok! Brainstorm ways you can work together to find the answers.

Five Steps/Three Choices per Step

Each Junior must complete five steps in order to earn her Entertainment Technology badge. Each step has three activity choices. We suggest that you choose the first activity and ask your girls to help decide the rest.

Prepare Ahead

- **General:** Talk to anyone helping with this meeting and explain how they can assist in making the meeting a success.
- **General:** For any activities involving guest speakers, do your best to invite guests who are women.
- **General:** Be sure that girls have signed the **Internet Safety Pledge** before any activities requiring using the internet. Have a copy on hand in case anyone needs to sign it before beginning.
- **Opening Ceremony:** If your girls need it, print out copies of the **Girl Scout Promise and Law**.
- **Play Around with Stop-Action:** girls will need to take a series of photographs. However, the pictures need to be taken from the same spot each time. If you can, use one or more tripods and don't move the camera(s) after they are set up. Use a coin or a piece of tape to mark the spot where girls should place their characters.
- **Go onto an Interactive Site:** This activity requires internet connectivity. If you choose to do this activity, spending half an hour exploring the software prior to the meeting could be helpful.
- **Use a Downloadable Program:** This activity requires internet connectivity. If you choose to do this activity, spending half an hour exploring the software prior to the meeting could be helpful.
- **Choose Your Activities:** Review the **Activity Choice Descriptions** ahead of time. Prepare any materials you need to help the activities come to life for your girls.

Get Help from Your Friends and Family Network

See if anyone is able to lead or support an activity or meeting.

Award Connection

Entertainment Technology

There's an old saying that all work and no play makes life pretty dull. But if girls learn the ins and outs of entertainment technology, they can end up with work that's all about play! Discover the sound waves in a ringtone, the light magic that makes movies, and the topsy-turvy physics of roller coasters. When girls have earned this badge, they'll know the science behind the world of entertainment.

Steps

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

In this session, girls begin activities toward earning the Entertainment Technology badge.

Meeting Length

90 minutes

The times given for each activity will vary, depending on how many girls are in your troop.

If girls really enjoy a particular activity and want to continue past the suggested time, as much as possible, let them! That's part of keeping Girl Scouting girl-led!

MEETING PLAN

Entertainment Technology 1

Activity 1: As Girls Arrive

Time Allotted : 5 min

Time Allotment

5 minutes

Materials

- Snack (optional)
- Paper (optional)
- Markers (optional)

Steps

As girls arrive, invite them to write their favorite kind of entertainment (cartoons, movies, music, comics, video games, etc.).

Activity 2: Opening Ceremony

Time Allotted : 5 min

Time Allotment

10 minutes

Materials

- **Girl Scout Promise and Law**

Steps

Welcome the girls to the first Entertainment Technology badge meeting and have them gather in a circle.

Girls say the Girl Scout Promise and the Girl Scout Law together.

SAY:

- *What was the last movie you saw?*
- *What was the last song you listened to?*
- *How many of you play video games? What was the last game you played?*
- *Has anyone been on a carnival ride or gone to an amusement park?*
- *All of these types of entertainment have technology behind them that gives them an extra bit of "magic" that makes them memorable.*
- *In this badge, you're going to explore that entertainment technology so you can make some magic of your own!*

Activity 3: Make a Flip Book

Time Allotted : 35 min

**Time Allotment**

35 minutes

Materials

- Pads of post-its, paper, or old books (one for each girl)
- Pens or pencils

Steps

For this activity, girls will need to draw images on a series of pages they can flip through. If you don't want to use pads of sticky notes, books with margins that can be drawn in or note pads work well.

Pass out pens/pencils and at least one pad or book to each girl. If you're not using a table, pass out something to draw on if girls need it.

SAY:

- *What does animation mean?*
- *Yes! Cartoons, computer-generated images, and stop-motion animation with things like clay and paper cut-outs are all types of animation.*
- *How do you think artists get the pictures to move?*
- *So, cartoons, CGI, claymation-any type of animation works by moving through a bunch of pictures really fast so that it looks like the images are moving.*
- *In fact, does anyone know how many images you need to see in a single second to make it look like pictures are moving?*
- *To make a cartoon look smooth, your eyes need to see 32 pictures in one second!*
- *When you're talking about animation, the pictures are called "frames." So, 32 frames per second!*

Pass out pens/pencils and at least one pad or book to each girl. If you're not using a table, pass out something to draw on if girls need it.

SAY:

- *Now you're going to make your own animations!*
- *Has anyone made a flip book before?*
- *Who knows what a flipbook is?*
- *A flip book is miniature cartoon!*
- *First, you pick something easy to draw that moves in real life, like a dog, the sun and some hills, or even a stick figure.*
- *Then you draw it on the bottom page of your pad of paper.*
- *When you're done, you draw it in the exact same spot on the next page up, but you change something slightly.*
- *For example, if you drew a stick figure standing in the first picture, the next picture might be the stick figure with very slightly bent knees.*
- *Then the next picture will be in the same spot with the knees bent a bit more.*
- *So, this stick figure might be crouching a bit more on each page, until it starts straightening its legs again and leaves the ground.*
- *When you flip through it, you'll see a little stick figure taking a jump!*
- *Ready? Go!*

Give girls around 20 minutes to draw their flip books. When they're finished, have each girl show her animation to the group.

Activity 4: Go onto an Interactive Site

Time Allotted : 35 min

**Time Allotment**

35 minutes

Materials

- Something to work on (table, hardcover books, etc.)
- Laptop or tablet (one per girl)
- Wi-Fi or cable connected laptop(s), tablet(s), and/or phone(s) for research purposes

Steps

This step requires internet-connected laptops and tablets.

There are plenty of free learn-to-code sites online, such as Khan Academy, Code Monster, Code Combat, and many others. This activity will use on Code Monster. If you choose to use another, alter this script wherever necessary.

SAY:

- *How many of you play video games?*
- *What's your favorite game?*
- *Why do you like it?*
- *Have you ever thought about the people that actually make the games?*
- *Those people are called video game developers, programmers, and coders.*
- *What do you think their job is like?*

Invite girls to take out their laptops and tablets.

SAY:

- *Games are built by programmers entering lines of code or moving objects around to animate the game and make sure that when you play it the choices you make give you the right outcome.*
- *For example, when you hit a button to make your character jump you don't want it to duck!*
- *Now you're going to dive into the basics of coding!*
- *The first thing you're going to do is go to Code Monster. You can either search "code monster" or go to www.crunchzilla.com and click on "code monster" once you're there.*
- *At first this may look confusing, but that's okay!*
- *There's a monster and the talk bubble at the top, whenever you're confused, just click that top bubble.*
- *But before you do that, try deleting and adding numbers in the box on the left. What does it do to the box on the right?*
- *Once you see that you can make changes-you don't even have to understand them yet-go ahead and click the monster's talk bubble.*
- *If you want to erase what you've done, click Reset. If you want to go back, hit Back on the bottom right.*

At this point the activity should be largely self-directed. Give them about 20 minutes total with Code Monster. Take breaks for them to ask questions of each other. Coding may look confusing and feel overwhelming at first, but it's just like drawing or learning to spell.

After 20 minutes, ask girls to share what they learned. Have them answer each other's questions.

Activity 5: Choose Your Activities

Time Allotted : 5 min

**Time Allotment**

5 minutes

Materials

- **Activity Choice Descriptions**

Steps

Girls gather around.

SAY:

- *If you've ever completed a badge on your own, you know that each Girl Scout badge consists of five steps with three activity choices per step. For our first meeting, I made the activity choice I thought you girls would enjoy the most, but for the rest of the meetings, you'll get to decide what we do.*

Walk your girls through the activity choices and let them decide which ones they like best. Be sure to have them choose an alternate activity in case of unforeseen circumstances. If there's an activity that doesn't seem doable for your troop, help them understand why. Maybe they have a solution you haven't thought of yet!

Activity 6: Closing Ceremony

Time Allotted : 5 min

Time Allotment

5 minutes

Materials

- None

Steps

Girls gather around.

SAY:

- *What was your favorite part of today's meeting?*
- *What surprised you most in the activities today?*
- *In the next meeting, we're going to explore even more technologies used in making the entertainment we like so much!*

Share your favorite part of the troop meeting with the girls. Have them choose a song to sing to end your time together.

MATERIALS LIST

Entertainment Technology 1

Activity 1 : As Girls Arrive

- Snack (optional)
- Paper (optional)
- Markers (optional)

Activity 2 : Opening Ceremony

- **Girl Scout Promise and Law**

Activity 3 - Choice 1 : Make a Flip Book

- Pads of post-its, paper, or old books (one for each girl)
- Pens or pencils

Activity 4 - Choice 2 : Go onto an Interactive Site

- Something to work on (table, hardcover books, etc.)
- Laptop or tablet (one per girl)
- Wi-Fi or cable connected laptop(s), tablet(s), and/or phone(s) for research purposes

Activity 5 : Choose Your Activities

- **Activity Choice Descriptions**

Activity 6 : Closing Ceremony

- None

Cadette Badges, Awards and Pins†

STEM

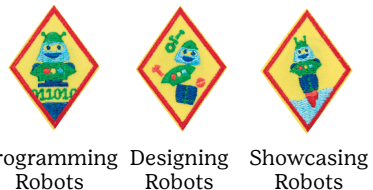
Coding For Good



Cybersecurity



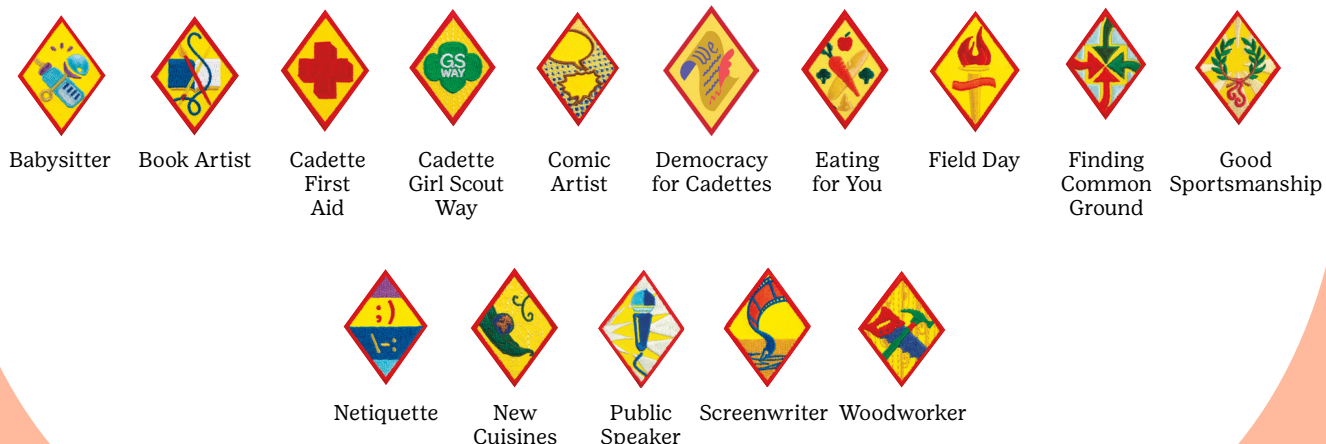
Robotics



Outdoors



Life Skills



Cadette Badges, Awards and Pins†

Entrepreneurship



Journey Awards

It's Your World—Change It!



It's Your Planet—Love It!



It's Your Story—Tell It!



Engineering



Computer Science



Outdoor STEM



Outdoor



Additional Awards



† Earned Award



National Proficiency Badges

Badge Category		Daisy	Brownie	Junior	Cadette	Senior	Ambassador	
STEM (SCIENCE, TECHNOLOGY, ENGINEERING, AND MATH)	Animals		Pets	Animal Habitats	Animal Helpers	Voice for Animals		
	Automotive Engineering I	Automotive Design	Automotive Design	Automotive Design				
	Automotive Engineering II	Automotive Engineering	Automotive Engineering	Automotive Engineering				
	Automotive Engineering III	Automotive Manufacturing	Automotive Manufacturing	Automotive Manufacturing				
	Coding for Good I	Coding Basics	Coding Basics	Coding Basics	Coding Basics	Coding Basics	Coding Basics	
	Coding for Good II	Digital Game Design	Digital Game Design	Digital Game Design	Digital Game Design	Digital Game Design	Digital Game Design	
	Coding for Good III	App Development	App Development	App Development	App Development	App Development	App Development	
	Cybersecurity I	Cybersecurity Basics	Cybersecurity Basics	Cybersecurity Basics	Cybersecurity Basics	Cybersecurity Basics	Cybersecurity Basics	
	Cybersecurity II	Cybersecurity Safeguards	Cybersecurity Safeguards	Cybersecurity Safeguards	Cybersecurity Safeguards	Cybersecurity Safeguards	Cybersecurity Safeguards	
	Cybersecurity III	Cybersecurity Investigator	Cybersecurity Investigator	Cybersecurity Investigator	Cybersecurity Investigator	Cybersecurity Investigator	Cybersecurity Investigator	
	Digital Arts		Computer Expert	Digital Photographer	Digital Movie Maker	Website Designer		
	Digital Leadership	Digital Leadership	Digital Leadership	Digital Leadership	Digital Leadership	Digital Leadership	Digital Leadership	
	Investigation		Senses	Detective	Special Agent	Truth Seeker		
	Math in Nature I	Shapes in Nature	Shapes in Nature	Shapes in Nature				
	Math in Nature II	Numbers in Nature	Numbers in Nature	Numbers in Nature				
	Math in Nature III	Design with Nature	Design with Nature	Design with Nature				
	Mechanical Engineering I	Board Game Design Challenge	Leap Bot Design Challenge	Paddle Boat Design Challenge				
	Mechanical Engineering II	Roller Coaster Design Challenge	Fling Flyer Design Challenge	Crane Design Challenge				
	Mechanical Engineering III	Model Car Design Challenge	Race Car Design Challenge	Balloon Car Design Challenge				
	Robotics I	What Robots Do	Programming Robots	Programming Robots	Programming Robots	Programming Robots	Programming Robots	
	Robotics II	How Robots Move	Designing Robots	Designing Robots	Designing Robots	Designing Robots	Designing Robots	
	Robotics III	Design a Robot	Showcasing Robots	Showcasing Robots	Showcasing Robots	Showcasing Robots	Showcasing Robots	
Science and Technology		Home Scientist	Entertainment Technology	Science of Happiness	Science of Style			
Space Science	Space Science Explorer	Space Science Adventurer	Space Science Investigator	Space Science Researcher	Space Science Expert	Space Science Master		
STEM Career Exploration		STEM Career Exploration	STEM Career Exploration	STEM Career Exploration				
OUTDOORS	Adventure		Letterboxer	Geocacher	Night Owl	Traveler		
	Art in the Outdoors	Outdoor Art Maker	Outdoor Art Creator	Outdoor Art Explorer	Outdoor Art Apprentice	Outdoor Art Expert	Outdoor Art Master	
	Environmental Stewardship	Eco Learner	Eco Friend	Eco Camper	Eco Trekker	Eco Explorer	Eco Advocate	
	Naturalist		Bugs	Flowers	Trees	Sky	Water	
	Outdoor Explorer		Outdoor Adventurer	Horseback Riding	Archery	Paddling	Ultimate Recreation Challenge	
	Outdoor		Hiker	Camper	Trailblazing	Adventurer		
	Snow or Climbing Adventure	Daisy Snow or Climbing Adventure	Brownie Snow or Climbing Adventure	Junior Snow or Climbing Adventure	Cadette Snow or Climbing Adventure	Senior Snow or Climbing Adventure	Ambassador Snow or Climbing Adventure	
	Trail Adventure	Daisy Trail Adventure	Brownie Trail Adventure	Junior Trail Adventure	Cadette Trail Adventure	Senior Trail Adventure	Ambassador Trail Adventure	
	Troop Camping	Buddy Camper	Cabin Camper	Eco Camper	Primitive Camper	Adventure Camper	Survival Camper	
LIFE SKILLS	Artist		Painting	Drawing	Comic Artist	Collage Artist	Photographer	
	Athlete		Fair Play	Practice with Purpose	Good Sportsmanship	Cross-Training	Coaching	
	Citizen	Good Neighbor	Celebrating Community	Inside Government	Finding Common Ground	Behind the Ballot	Public Policy	
	Civics	Democracy for Daisies	Democracy for Brownies	Democracy for Juniors	Democracy for Cadettes	Democracy for Seniors	Democracy for Ambassadors	
	College Preparation	DAISY PETALS Lupe: Honest and Fair Sunny: Friendly and Helpful Zinni: Considerate and Caring Tula: Courageous and Strong Mari: Responsible for What I Say and Do Gloria: Respect Myself and Others Gerri: Respect Authority Clover: Use Resources Wisely Rosie: Make the World a Better Place Vi: Be a Sister to Every Girl Scout					College Knowledge	
	Cook		Snacks	Simple Meals	New Cuisines	Locavore	Dinner Party	
	Craft		Potter	Jeweler	Book Artist	Textile Artist		
	Creative Play		Making Games	Playing the Past	Field Day	Game Visionary		
	Do It Yourself		Household Elf	Gardener	Woodworker	Room Makeover		
	First Aid		Brownie First Aid	Junior First Aid	Cadette First Aid	Senior First Aid	Ambassador First Aid	
	Girl Scout Way		Brownie Girl Scout Way	Junior Girl Scout Way	Cadette Girl Scout Way	Senior Girl Scout Way	Ambassador Girl Scout Way	
	Healthy Living		My Best Self	Staying Fit	Eating for You	Women's Health		
	Manners		Making Friends	Social Butterfly	Netiquette	Business Etiquette		
	Performance		Dancer	Musician	Public Speaker	Troupe Performer		
	Practical Life Skills		My Great Day	Independence	Babysitter	Car Care		
Storytelling	My Family Story		Scribe	Screenwriter	Novelist			
ENTREPRENEURSHIP	Cookie Business I		My First Cookie Business	My Cookie Customers	My Cookie Team	My Cookie Venture	My Cookie Network	My Cookie Business Resume
	Cookie Business II		Cookie Goal Setter	Cookie Decision Maker	Cookie Collaborator	Cookie Market Researcher	Cookie Boss	Cookie Influencer
	Cookie Business III					Cookie Innovator		
	Entrepreneur	Toy Business Designer	Budding Entrepreneur	Business Jumpstart	Business Creator	Business Startup	Entrepreneur Accelerator	
	Financial Literacy I	Money Counts	Money Manager	Business Owner	Budgeting	Financing My Future	On My Own	
	Financial Literacy II	Making Choices	Philanthropist	Savvy Shopper	Comparison Shopping	Buying Power	Good Credit	
	Financial Literacy III				Financing My Dreams			
	Innovation		Inventor	Product Designer	Entrepreneur	Social Innovator		


















































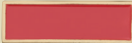

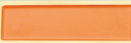









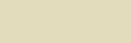








National Leadership Journeys

Journey Series	Daisy	Brownie	Junior	Cadette	Senior	Ambassador
It's Your World—Change It!	Welcome to the Daisy Flower Garden	Brownie Quest	Agent of Change	aMAZE!	GIRLtopia	Your Voice, Your World
It's Your Planet—Love It!	Between Earth and Sky	WOW! Wonders of Water	GET MOVING!	Breathe	Sow What?	Justice
It's Your Story—Tell It!	5 Flowers, 4 Stories, 3 Cheers for Animals!	A World of Girls	aMUSE	MEdia	MISSION: SISTERHOOD!	BLISS: Live It! Give It!
Outdoor STEM	Think Like a Citizen Scientist	Think Like a Citizen Scientist	Think Like a Citizen Scientist	Think Like a Citizen Scientist	Think Like a Citizen Scientist	Think Like a Citizen Scientist
	MULTI-LEVEL D/B/J Think Like a Citizen Scientist			MULTI-LEVEL C/S/A Think Like a Citizen Scientist		
Engineering	Think Like an Engineer	Think Like an Engineer	Think Like an Engineer	Think Like an Engineer	Think Like an Engineer	Think Like an Engineer
	MULTI-LEVEL D/B/J Think Like an Engineer			MULTI-LEVEL C/S/A Think Like an Engineer		
Outdoors	Daisy Outdoor Journey	Brownie Outdoor Journey	Junior Outdoor Journey	Cadette Outdoor Journey	Senior Outdoor Journey	Ambassador Outdoor Journey
Computer Science	Think Like a Programmer	Think Like a Programmer	Think Like a Programmer	Think Like a Programmer	Think Like a Programmer	Think Like a Programmer
	MULTI-LEVEL D/B/J Think Like a Programmer			MULTI-LEVEL C/S/A Think Like a Programmer		

Global Awards

Award Category	Daisy	Brownie	Junior	Cadette	Senior	Ambassador
Global Action Award I	Daisy Global Action Award—Year 1	Brownie Global Action Award—Year 1	Junior Global Action Award—Year 1	Cadette Global Action Award—Year 1	Senior Global Action Award—Year 1	Ambassador Global Action Award—Year 1
Global Action Award II	Daisy Global Action Award—Year 2	Brownie Global Action Award—Year 2	Junior Global Action Award—Year 2	Cadette Global Action Award—Year 2	Senior Global Action Award—Year 2	Ambassador Global Action Award—Year 2
Global Action Award III				Cadette Global Action Award—Year 3		
2022 World Thinking Day Award	World Thinking Day 2022					

Additional Awards

Daisy	Brownie	Junior	Cadette	Senior	Ambassador	All Girl Scout Levels
		 Bronze Award	 Silver Award	 Gold Award	 Gold Award	  Bronze Cross Medal of Honor
 Journey Summit Award	 Journey Summit Award	 Journey Summit Award	  Journey Summit Award Silver Torch Award	  Journey Summit Award Gold/Silver Torch Award	  Journey Summit Award Gold Torch Award	 International Friendship
  My Promise, My Faith - Year 1 My Promise, My Faith - Year 2	  My Promise, My Faith - Year 1 My Promise, My Faith - Year 2	  My Promise, My Faith - Year 1 My Promise, My Faith - Year 2	   My Promise, My Faith - Year 1 My Promise, My Faith - Year 2 My Promise, My Faith - Year 3	  My Promise, My Faith - Year 1 My Promise, My Faith - Year 2	  My Promise, My Faith - Year 1 My Promise, My Faith - Year 2	
 Safety Award	 Safety Award	 Safety Award	 Safety Award	 Safety Award	 Safety Award	
  Cookie Entrepreneur Family - Year 1 Cookie Entrepreneur Family - Year 2	  Cookie Entrepreneur Family - Year 1 Cookie Entrepreneur Family - Year 2	  Cookie Entrepreneur Family - Year 1 Cookie Entrepreneur Family - Year 2	   Cookie Entrepreneur Family - Year 1 Cookie Entrepreneur Family - Year 2 Cookie Entrepreneur Family - Year 3	  Cookie Entrepreneur Family - Year 1 Cookie Entrepreneur Family - Year 2	  Cookie Entrepreneur Family - Year 1 Cookie Entrepreneur Family - Year 2	
		 Junior Aide	  Community Service Bar Program Aide	  Community Service Bar Counselor in Training Award	  Community Service Bar Counselor in Training I Award	
			  Service to Girl Scouting Bar Volunteer in Training Award	  Service to Girl Scouting Bar Volunteer in Training Award	  Service to Girl Scouting Bar Counselor in Training II Award	
				  Service to Girl Scouting Bar Volunteer in Training Award		
 Bridge to Girl Scout Brownie	 Bridge to Girl Scout Junior	 Bridge to Girl Scout Cadette	 Bridge to Girl Scout Senior	 Bridge to Girl Scout Ambassador	 Bridge to Girl Scout Adult	
	 Brownie Wings					

CADETTE BADGE/JOURNEY OVERVIEW

Grades: 6–8



ANIMAL HELPERS BADGE

Animals have always provided humans with food, clothing, and transportation, but today they're also trained to help people with disabilities, find people who are lost, and even discover tumors. And, of course, animals offer us companionship, love, and sheer joy. In this badge, look at how animals help humans. (Researchers say the love of an animal can improve our emotional health!)

Steps:

1. Explore the connection between humans and animals
2. Find out how animals help keep people safe
3. Know how animals help people emotionally
4. Check out how animals help people with disabilities
5. Look at how animals might help us in the future

Purpose: When I've earned this badge, I'll know how animals help humans, and how to help them keep it up.



ARCHERY BADGE

Picture this: You nock (or place) an arrow onto a bow, hook your fingers around the string, draw it back, eye your target, and release! Bull's-eye! Archery is an exciting sport that takes strength, focus, good form, and practice. Get ready to challenge yourself as you build your archery skills and learn how to shoot on a range.

Steps:

1. Get to know archery equipment
2. Learn about archery safety
3. Practice archery before you go on a range
4. Shoot on an archery range
5. Create an archery challenge

Purpose: When I've earned this badge, I'll know how challenge myself as I build archery skills and learn how to shoot on a range.



BABYSITTER BADGE

The magic age for babysitting is 12! That's when most girls say they began sitting—and it's the youngest age at which most parents say they will allow someone to babysit for their children. Whether you're getting ready to babysit in the future or have already started, this badge will help you become the best babysitter you can be.

Steps:

1. Get to know how kids develop
2. Prepare for challenges
3. Focus on play
4. Find potential employers
5. Practice your babysitting skills

Purpose: When I've earned this badge, I'll be prepared to babysit and will have tried out my skills on the job.



BOOK ARTIST BADGE

For centuries, humans have been developing methods to create and bind paper in order to share ideas, knowledge and inspiration with each other and with future generations. The craft of creating books has evolved over time, but the basic human need to share words and pictures has stayed the same. In this badge, try gluing, stitching, and folding your way to shaping your own book artistry style- you'll create some spectacular gifts and keepsakes.

Steps:

1. Explore the art of bookbinding
2. Get familiar with the insides of a book
3. Try out book artist techniques
4. Focus on function
5. Focus on style

Purpose: When I've earned this badge, I'll know how to make different kinds of books.



BUDGETING BADGE

There are many ways to spend your money. Should you buy that new book you've had your eye on or save up for a weekend of fun with friends? There's a simple way to help decide: Make a budget-a plan for spending and saving money. This badge will help you learn to create a budget that's right for you.

Steps:

1. Practice budgeting for your values
2. Learn to track your spending
3. Find out about ways to save money
4. Explore different ways to give
5. Create a budget that focuses on your values

Purpose: When I've earned this badge, I'll be able to keep track of my money, save for things I need and want, and help others by giving.



BUSINESS PLAN BADGE

When you earn your Budgeting badge, you find out how to keep track of your money so that you can use it wisely. Basically, a budget is a plan for using your own money. When you run a business, you need a plan for the overall business, including the money you earn and how you want to use it. Create one in this badge!

Steps:

1. Write your mission statement and business goals
2. Increase your customer base
3. Get into the details
4. Make a risk management plan
5. Gather expert feedback on your plan

Purpose: When I've earned this badge, I'll know how to write an effective business plan for my cookie business.



COMIC ARTIST BADGE

Newspaper cartoons, comic books, graphic novels...comic art is a broad, exciting, and growing field. Comics are sometimes described as “sequential art,” through some are only one panel. So what is a comic, exactly? It’s a visual story told however you would like to tell it. Go for it!

Steps:

1. Delve into the world of comics
2. Choose a story to tell
3. Draw it out
4. Frame it in four panels
5. Add the words

Purpose: When I’ve earned this badge, I’ll know how to create my own comic.



COMPARISON SHOPPING BADGE

From cardigans to care, you can buy just about everything online these days. Even if you end up buying an item in an actual store, you can use the Internet to compare prices and find the best deal. Although online shopping is convenient, there are certain things to know so you can make sure that you’re paying a fair price and don’t fall victim to a fraud!

Steps:

1. Learn to comparison shop
2. Find out how to use online reviews
3. Check out the fine print
4. Investigate how to avoid online fraud
5. Know how to manage your online shopping

Purpose: When I’ve earned this badge, I’ll know how to go online to find the best deals on the best products in the safest way possible.



DIGITAL MOVIE MAKER BADGE

A movie doesn’t just tell a story, it shows a story. If you could show the whole world a story, how would it look? Bright and cheery? Fast-paced and full of changes in scene? With what visual would it start and end? You’ve probably spent countless hours watching movies—now’s your chance to show others how you want them to see the world.

Steps:

1. Learn digital video basics
2. Film. Then film some more...
3. Pick the perfect subject
4. Action!
5. Edit and premiere your movie

Purpose: When I’ve earned this badge, I’ll know how to create a digital movie.



EATING FOR YOU BADGE

Nutrition isn't just about maintain a healthy weight: Eating well helps you inside and out. Choosing the right foods can help you sleep better, stress less, and get smooth skin, shiny hair, and strong nails. In this badge, find out how to eat to keep your skin glowing, your mind focused, and your energy flowing!

Steps:

1. Know how good nutrition helps your body stay healthy
2. Find out how what you eat affects your skin
3. Explore how your diet affects your stress level
4. Investigate how what you eat affects your sleep
5. Look at how your diet affects your energy

Purpose: When I've earned this badge, I'll know how to eat my way to a healthy mood, mind, and body



ENTREPRENEUR BADGE

When it comes to innovation, fantastic ideas and creative inventions are only half of the game. The other half involves figuring out if people would buy your invention or use your idea. In this badge, you'll find out what it takes to turn a great idea into a great business.

Steps:

1. Brainstorm business ideas
2. Improve one idea
3. Get into the financial side of things
4. Imagine creating a business
5. Practice sharing your business ideas

Purpose: When I've earned this badge, I'll know how to think like an entrepreneur.



FIELD DAY BADGE

From friends playing in the park to countries competing against one another at the Olympics, games unite us all. And Girl Scouts have been inventing their own games since 1912! In this badge, you'll experience this firsthand by organizing teams and events for an exciting, do-it-yourself field day

Steps:

1. Team up and dress up
2. Host a historical game
3. Play a scientific game
4. Find fun in fiction
5. Stage your grand finale!

Purpose: When I've earned this badge, I'll know how to organize a field day filled with friends and fun.



FINANCING MY DREAMS BADGE

When you daydream about your future, what kind of job do you think you might have? Do your daydreams include owning a home or traveling the world? Now's your chance to dream—and dream big! By earning this badge, you'll explore how your dream job and dream life really match up.

Steps:

1. Explore dream jobs
2. Price out buying your dream home
3. Research dream vacations
4. Make a dream giving goal
5. Add up your dreams!

Purpose: When I've earned this badge, I'll know the realities of budgeting and how to practice financial habits that will help me in the future.



FINDING COMMON GROUND BADGE

Democratic governments exist to help citizens with differing opinions find common ground—the place where people's thoughts, opinions, and beliefs intersect. Whether it's Congress, your state, or the local town council, elected leaders often have to make trade-offs—giving up some things they favor to gain support for others. In this badge, investigate how our government does it and how you can, too.

Steps:

1. Get to know someone different from you
2. Make decisions in a group
3. Explore civil debate
4. Understand a compromise
5. Find common ground through mediation

Purpose: When I've earned this badge, I'll know strategies for bringing people together to find common ground.



FIRST AID BADGE

As you get older, you'll find yourself in charge more and more. That means you need to know what to do if people around you get sick or hurt. Find out how to deal with minor injuries and illnesses and how to tell when the problem is more serious in this badge.

Steps:

1. Understand how to care for younger children
2. Know how to use everything in a first aid kit
3. Find out how to prevent serious outdoor injuries
4. Know the signs of shock and know how to treat it
5. Learn to prevent and treat injuries due to weather

Purpose: When I've earned this badge, I'll know how to take care of people in an emergency, including younger children in my care.



GIRL SCOUT WAY BADGE

As a Girl Scout Cadette, you're carving out your unique place in the works, using your intuition and special talents to blaze a trail that's all your own. The Girl Scout Way is another compass that can help guide you: out proud traditions offer a strong foundation to build your dreams as part of a worldwide sisterhood. So dive right in and get started singing, celebrating, and bringing people together as you join hands with thousands of other Cadettes to blaze the Girl Scout trail into our new century.

Steps:

1. Lead a group in song
2. Celebrate Girl Scout Week
3. Share sisterhood through the Girl Scout Law
4. Leave a camp better than you found it
5. Enjoy Girl Scout traditions!

Purpose: When I've earned this badge, I'll know how to use the Girl Scout ways and traditions to make the world a better place.



GOOD SPORTSMANSHIP BADGE

It's good to be a great athlete, but the greatest athletes agree it's just as important to be a good sport. When you make good sportsmanship a habit in games and in life, others want to play with you, hang out with you, and generally live up to your example. So whether you're a dedicated athlete with a chosen sport or you just like to enjoy an occasional game among friends, this badge will help you have more fun in the field—and off.

Steps:

1. Create your own definition of sportsmanship
2. Be a good competitor
3. Be a good teammate
4. Psych yourself up
5. Put your definition of good sportsmanship into action

Purpose: When I've earned this badge, I'll know how I define sportsmanship and will have put my definition into action.



MARKETING BADGE

When you earn the Financial Literacy badge called Comparison Shopping, you have to sort through promotions, deals, and ads to find the best bargain for you. Now you can use some of what you learned to create a strong advertisement and marketing message for your cookie sale.

Steps:

1. Find out more about brand identity
2. Check out the competition
3. Research other products that have a philanthropic angle
4. Develop your marketing message
5. Create your marketing campaign

Purpose: When I've earned this badge, I'll know how to create a marketing plan for my cookie business.



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NETIQUETTE BADGE (ONLINE ETHICS)

Our digital world makes it easy to stay in touch and share friendships, memories and ideas. But we've all heard embarrassing stories in which people wish they'd never hit the "send" button. Once you've put it out there, it never goes away. But you can use that to your benefit, too. This badge is all about knowing how to make positive choice in the online world.

Steps:

1. Explore "oops!" and "wow!" moments
2. Dig into stories of "ouch"- and repair some hurt if necessary
3. Look at e-mail, commenting or blogging
4. Decide what makes a great social media profile
5. Spread better practices

Purpose: When I've earned this badge, I'll know how to make—and keep—my online works a positive place.



NEW CUISINES BADGE

Culinary possibilities are as diverse as the globe of people who cook them. Wherever you go in the world, a version of pocket bread holds something delicious and your sweet tooth can be satisfied with everything from date syrup to lingonberry jam. In this badge, cook up four dishes from across time and distance, and find out where your taste buds want to travel!

Steps:

1. Make a dish from another country
2. Create a dish from another region of the United States
3. Whip up a dish from another time period
4. Cook a dish that makes a statement
5. Share your dishes on a culinary "tour"

Purpose: When I've earned this badge, I'll be able to make amazing dishes from all over the world and way back in time.



NIGHT OWL BADGE

Night has captured human imagination since the dawn of time. But with modern-day electricity, it's easy to overlook the mysteries and beauty of the world after the sun goes down. So grow your imagination and expand what you know (or think you know!). Turn out the lights, tune in your senses, and step out into the night...

Steps:

1. Take a field trip to explore the night
2. Tour your world after dark
3. Meet people who work night hours
4. Explore nature at night
5. Host an Extreme Nighttime Party

Purpose: When I've earned this badge, I'll have uncovered the mysteries of the world after dark.



OUTDOOR ART APPRENTICE

Being outside in nature is a great way to spark your creativity. Some of our greatest works of art are inspired by nature—from early on, cave people drew pictures of sunsets, the sky, animals and trees. Get ready to observe and collect things outdoors that will drive your art and creativity—from colors and patterns to landscapes and wildlife.

Steps:

1. Explore art outdoors
2. Make something!
3. Get to know—and create—sounds of nature
4. Be a nature photographer
5. Design with nature

Purpose: When I've earned this badge, I will have been inspired outdoors and created nature-themed art.



PRIMITIVE CAMPER BADGE

Primitive camping can be a challenge, even for experience campers. Get ready to step up your outdoor skills, get out into nature, and make extra-special memories on a primitive camping trip.

Steps:

1. Plan a primitive camping trip
2. Prepare your gear
3. Make a camp meal
4. Learn a new primitive camping skill
5. Go camping!

Purpose: When I've earned this badge, I'll have planned and gone on a primitive camping trip with a group of Girl Scouts or family members.



PUBLIC SPEAKER BADGE

They call it a stage presence: the ability to be yourself and make a connection with people—even a crowd of people—and seem comfortable the entire time. And a great presenters' talent for conveying their points clearly and powerfully is useful everywhere, not just in politics or on the stage. Luckily, you don't have to be born with these skills; you can develop them. In this badge, start the process!

Steps:

1. Get a feel for performing solo
2. Focus on body language
3. Find your voice
4. Choose or create a piece to perform
5. Get onstage!

Purpose: When I've earned this badge, I'll have found my inner performer and be unafraid to speak up.



SCIENCE OF HAPPINESS BADGE (MENTAL HEALTH)

In this badge, you are the test subject and your life is your laboratory. You'll find out how scientists measure happiness, and you'll put their results into action. You'll also get to perform a happiness experiment on your friends or family—all with the goal of making your works a happier place.

Steps:

1. Make yourself happier
2. Think differently for happiness
3. Get happy through others
4. Do a helpful happiness experiment
5. Create a happiness action plan

Purpose: When I've earned this badge, I'll know how to use the science of happiness to make my world the happiest place it can be.



SCREENWRITER BADGE

When it thrills, makes you laugh, or has a fantastic twist, a movie or TC show can seem like magic. And a great show starts with a great script! Screenwriters write scripts meant to be filmed. In this badge, put all your viewing experience to use—let it inspire you as you try your hand at writing for the big (or small) screen.

Steps:

1. Decide what makes a good script good
2. Come up with an idea for a story
3. Get to know your characters
4. Build the plot
5. Write a 12-page script—and share it!

Purpose: When I've earned this badge, I'll know how to create a screenplay for a show or movie.



SPECIAL AGENT BADGE

A special agent wears many hats—detective, scientist, psychologist, enforcer of the law. No wonder novels and shows about their work are so popular! In this badge, grab your magnifying glass and your microscope, and uncover your skills in one of the most exciting—and demanding—jobs for investigative minds.

Steps:

1. Investigate investigation
2. Reveal reality
3. Try to the science
4. Key in to body language
5. Practice the art of detection

Purpose: When I've earned this badge, I'll know secrets form the worlds of forensic science and criminal psychology.



THINK BIG BADGE (BUSINESS GOAL SETTING)

When you earn the Financial Literacy badge called Financing My Dreams, you learn to think big about your future. Now it's time to think big about your cookie business! When you earn this Cookie Business badge, you'll know how to take your business plan to a whole new level.

Steps:

1. Come up with a big idea
2. Take your sales to the next level
3. Sell your big dream to others
4. Ask experts to help you take your plan up a notch
5. Share your experience in a big way

Purpose: When I've earned this badge, I'll know how to set bigger goals for my cookie sale and come up with creative ways to reach them.



TRAILBLAZING BADGE

Join in a favorite Girl Scout adventure! Head for the backcountry, where you'll explore nature and challenge your body on a trailblazing trek. In this badge, you'll stay at least one night at a backwoods or primitive site, so get ready to learn some new outdoor skills while you share fresh-air fun and games with your Girl Scout sisters.

Steps:

1. Start planning your adventure
2. Get your body and your teamwork skills ready
3. Create your menu
4. Gain some trailblazing know-how
5. Head out on the trail

Purpose: When I've earned this badge, I'll know how to take a safe and fun overnight backpacking trip.



TREES BADGE

Grab your naturalist hat and get ready to get to know trees—from the shade to the science, the fruit to the forest, and the legends to the limber. To know trees is to love them!

Steps:

1. Try some tree fun
2. Dig into the amazing science of trees
3. Make a creative project starring trees
4. Explore the connection between people and trees
5. Help trees thrive

Purpose: When I've earned this badge, I'll have done to the root of what trees are all about—and branched out as a naturalist.



WOODWORKER BADGE

Woodworking gives you a feeling of accomplishment—you can make stylish, useful things for yourself and others. Plus, it's fun! In this badge, add to your talents with a skill Girl Scouts have been refining for 100 years—the ability to do it yourself. You'll develop or refine your skills with a hammer, saw, and level, and complete the badge by creating a fantastic and unique wooden piece of your own design.

Steps:

1. Swing a hammer
2. Keep it level
3. Use a screwdriver
4. Saw some wood
5. Build something yourself

Purpose: When I've earned this badge, I'll know how to use some basic tools to make simple woodworking projects.



IT'S YOUR STORY—TELL IT! MEDIA JOURNEY AWARD

Taking a critical look at media from movies to music to TV, Cadettes learn how to reshape negative messages into positive ones. As they continue on the *MEdia* Journey, they may re-write hurtful song lyrics, start a blog about movies, or use social media to combat stereotypes.



IT'S YOUR PLANET—LOVE IT! BREATHE JOURNEY AWARD

A wind farm, an environmental scientist, and experiments using wind teach girls about the air we breathe. Cadettes work together to complete *Breathe* by planting an indoor garden, campaigning against smoking, and pushing for clean-air initiatives in their communities.



IT'S YOUR WORLD—CHANGE IT! AMAZE JOURNEY AWARD

Developing healthy relationships, navigating cliques, and moving beyond stereotypes are major themes in *aMAZE*. Cadettes team up on projects with younger girls, senior citizens, or classmates to share their new friendship-building skills.



OUTDOOR JOURNEY AWARD

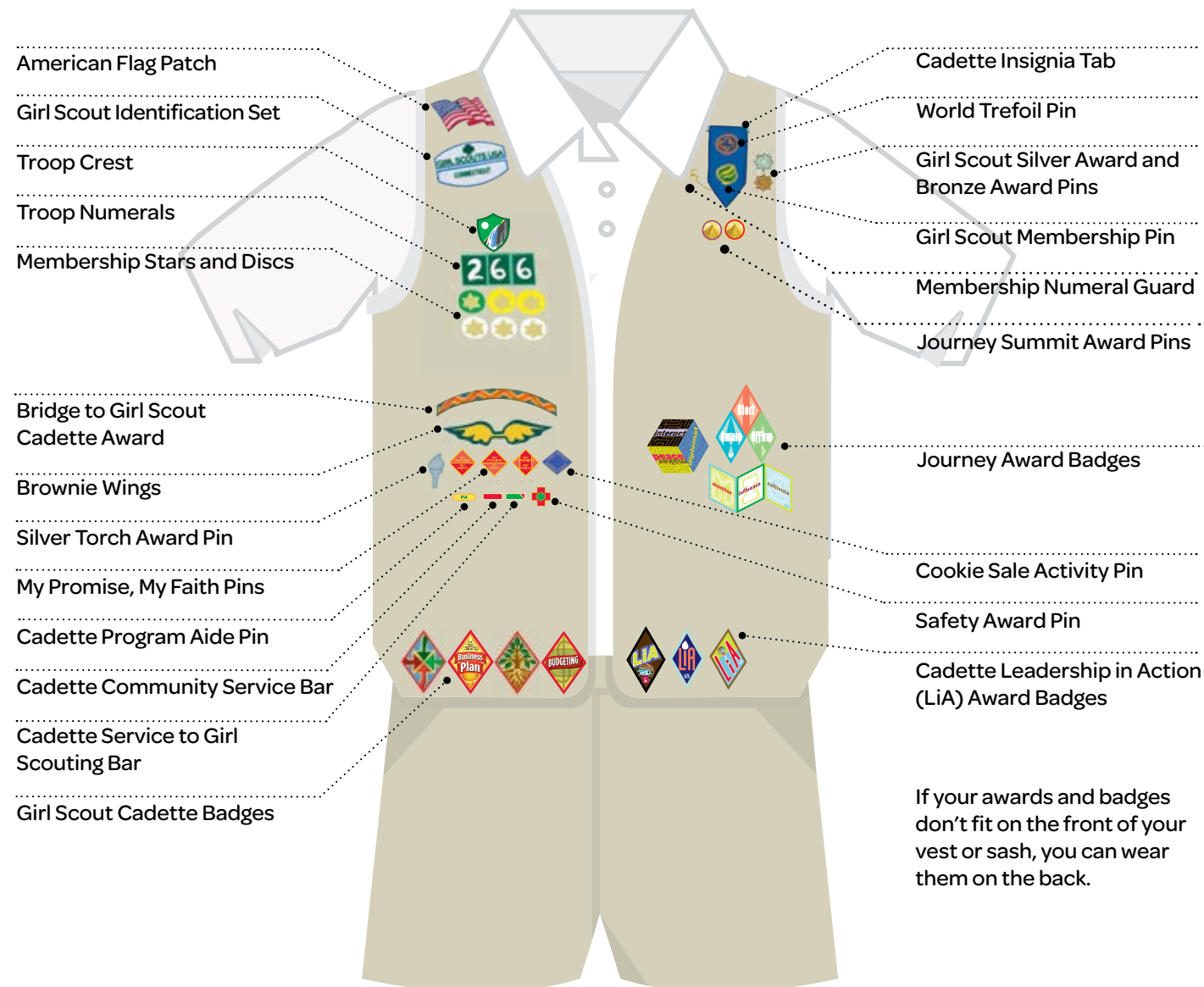
The Cadette outdoor journey consists of three badges: Night Owl, Trailblazing, and Primitive Camper. It also includes a Take Action project and award. You'll find that the Cadette Outdoor Journey is rich and robust because it covers a lot of essential skills that girls need in order to be successful in their outdoor pursuits. To complete the Journey, girls will complete the badges in the following order—Night Owl, Trailblazing, Primitive Camper, and the Take Action project.

Girl Scout Cadette Vest

Girl Scout Cadette Sash

Click on the name or image of insignia to find out more information and to purchase.

Visit www.girlscoutshop.com for all your Official Girl Scout merchandise needs.



If your awards and badges don't fit on the front of your vest or sash, you can wear them on the back.



Place your Journey awards above your badges.

Next Steps...

Partner with Girls to Plan Troop Activities

Girl led activities are a key component of the Girl Scout Leadership experience. Involve girls in an age appropriate way in planning their Girl Scout activities.

Read Volunteer Essentials

Volunteer Essentials is your volunteer manual – <https://www.gskentucky.org/en/for-volunteers/why-volunteer.html>

Connect with Other Volunteers

You are part of a large community of Girl Scout Volunteers. Get answers to your questions and share ideas by connecting with other volunteers.

- » Attend monthly Service Unit volunteer meetings.
- » Attend Volunteer Events and Enrichments
- » Check out our Pinterest page for fun ideas! - www.pinterest.com/kygirlscouts

Communicate Regularly with Parents/Guardians

Establish a system to communicate regularly with parents/guardians. Keeping parents/guardians informed will help girls have a good experience.

Participate in Product Programs

The Fall Product and Cookie Programs are opportunities for girls to learn about goal setting, budgeting, and money-earning activities.

<https://www.gskentucky.org/en/cookies/2016CookieSale.html>

<https://www.gskentucky.org/en/cookies/fall-product-program.html>



Girl Scout Glossary

Girl Scouting has its own jargon, and there may be times you feel like someone is speaking to you in a different language!

Annual Troop Review is a review completed once a year by a troop leader. This is typically a wrap up of your troop's year and is completed between April and June.

Badge: Embroidered official recognition awards for Girl Scouts, to indicate increased knowledge and skill in a particular subject. Badges are placed on the front of the uniform.

Ceremonies::

- **Bridging:** The move from one program level of Girl Scouting to the next (e.g. from Girl Scout Daisy to Girl Scout BBrownie). Bridging requirements are found in the Girl's Guide to Girl Scouting handbook section.
- **Court of Awards:** A ceremony that can be held any time during the year at which petals, patches, pins, recognitions, and other awards are presented.
- **Girl Scouts' Own:** A quiet inspirational ceremony that has a theme and is planned by Girl Scouts and their leaders.
- **Investiture:** A special ceremony in which a new member makes her Girl Scout Promise and receives her membership pin.
- **Rededication:** A formal ceremony for girls or adults, previously invested, to renew the Girl Scout Promise (a good way to start a second year of a Girl Scout grade level).

Cluster: Group of service units operating in a given territory. Each cluster has its own council office. GSKWR has 5 clusters: Bluegrass, Jenny Wiley, Ken-O-Valley, Licking Valley, and Mountain Laurel.

Fall Product Program: A council sponsored program combining educational activities with money earning opportunity for troops/groups. It is directed towards family and friends and enables troops to earn start up money by selling magazine subscriptions, nuts and candy.

Friendship Circle: A symbolic gesture in which Girl Scouts form a circle by clasping hands, crossing their right arm over the left. The circle represents the unbroken chain of friendship among Girl Scouts and Girl Guides all over the world. It is often used at a closing ceremony.

Fun patches: Optional patches worn on the back of a uniform. These patches are for available for activities or outings (everything from a radio station visit to a pizza party) that are not part of earning an official badge award.

Girl Scout's highest awards:

- **Girl Scout Bronze Award:** The highest award a Girl Scout Junior may earn.
- **Girl Scout Silver Award:** The highest award a Girl Scout Cadette may earn.
- **Girl Scout Gold Award:** The highest award a Girl Scout Senior or Ambassador may earn.

Girl Scout Holidays:

- **Founder's Day:** Juliette Gordon Low's birthday, October 31.
- **Girl Scout birthday:** March 12, 1912 marks the first Girl Scout meeting in Savannah, GA.
- **Girl Scout Week:** An annual celebration during the week of March 12, the Girl Scout birthday. It begins on Girl Scout Sunday and ends on Girl Scout Sabbath.
- **Girl Scout Leader's Day:** April 22, a special day to honor Girl Scout leaders.
- **World Thinking Day:** Celebrated by Girl Guides and Girl Scouts throughout the world, February 22 is the mutual birthday of Boy Scout Founder Lord Baden-Powell and his wife Lady Olave Baden-Powell who was active in Girl Guides in England and served as World Chief Guide. This is the day for Girl Scouts and Girl Guides to think about their sisters around the world through special projects, international programs, activities, or pen pal correspondences. Girl Scouts at each level can earn an award that can be worn on the front of her uniform with their other badges and awards.



Grade levels: Current girl levels include: Daisies (K-1), Brownies (2), Juniors (4-5), Cadettes (6-8), Seniors (9-10), and Ambassadors (11-12). These have varied over the years and may be different from what you remember if you were a Girl Scout.

GSKWR (Council): Girl Scouts of Kentucky's Wilderness Road Council

GSUSA: Girl Scouts of the United States of America, our national organization.

Juliette Gordon Low: Nicknamed Daisy, Juliette was the founder of Girl Scouting in the United States who formed the first troop meeting in Savannah, Georgia on March 12, 1912. Read the full story in your Girl's Guide to Girl Scouting!

Kaper chart: A chart that shows the delegation of tasks and rotation of responsibility day-by-day and/or meal-by-meal.

Membership Specialist Staff: A GSKWR staff member who works to assist volunteers and parents/caregivers with registration and renewals, as well as help to place girls and volunteers into Troop or Service Area roles.

My GS: Our online troop management portal to access the Member Profile and the Volunteer Toolkit. Our registration system makes it easy to register, find a troop that is right for you, become a volunteer, create meeting plans for your troop, and much, much more! Troop Leaders and Assistant Troop Leaders can use their account to access information for both their troop and their own families, via separate tabs. Parents will be able to access their own household.

Program Aide: A Girl Scout Cadette, Senior, and/or Ambassador who has been trained to assist younger Girl Scout groups with songs, games, crafts, ceremonies, or outdoor activities.

Safety Activity Checkpoints: GSUSA's safety program standards. Find it on the Volunteer Toolkit or our website. Sit-upon: A cushion made by Girl Scouts to use when the ground is hard or damp or to keep their clothes clean. Service Unit: A geographic subdivision within a cluster.

Service Unit Manager (SUM): A volunteer leadership position who leads a service area in partnership with service team volunteers and the membership specialist staff member assigned to the region.

Service Unit Treasurer (SUT): A volunteer leadership position who is responsible for signing on troop's bank accounts, they are typically the third signer on the troop and service unit account. Monitors bank accounts and reviews monthly statements.

Service team: A volunteer leadership team within a service area that works in partnership with the membership engagement staff member.

SWAPS: Special Whatchamacallit Affectionately Pinned Somewhere, a keepsake exchanged as a way for Girl Scouts to meet each other and promote friendship.

Tag-a-longs: An informal name for a non-Girl Scout child attending a Girl Scout event.

TAP: This is our Training and Program calendar where you can find information on current and upcoming programs and training opportunity.

Trefoil: The international symbol of Girl Scouting; the three leaves of the trefoil represent the three parts of the Girl Scout Promise.

Volunteer Toolkit (VTK): The Volunteer Toolkit is a digital planning tool that gives you resources and program content to get your year started—and keep it going smoothly! Fully customizable, the toolkit is accessible by phone, tablet or desktop so you can plan and prepare practically anywhere.

World Association of Girl Guides and Girl Scouts (WAGGGS): An international educational association of more than ten million Girl Guides and Girl Scouts in 150 countries. Learn more at www.WAGGGS.org.

