What’s this Journey About?
In this Journey we want to girls to learn that they are part of a program with girls from around the world. This journey is also designed to build self-esteem and sense of community and sisterhood among the girls. The girls will engage in a Take Action project called “Change a Story” and later use creative expression to show their connection to girls all over the world.

What You Need:

*A World of Girls* girl book: Each girl needs her own girl book. There are pieces of this that you’ll use with the girls, and other portions may be read by the girls at home.

*A World of Girls* Adult Guide: Use this to guide girls through the Journey
Journey Awards

- **Hear a Story Award**  
  Brownies see that stories hold clues for how to better the world.  
  To earn this award they need to find a clue in a story that represents a change they can make in their world.

- **Change a Story Award**  
  Brownies realize they have the power to change things for the better for girls in the world.  
  To earn this award girls act on a clue to change things for the better for girls in their world.

- **Tell a Story Award**  
  Brownies have the confidence and knowledge to educate and inspire others.  
  To earn this award they teach others about the change they created in their community or at school and inspire their audience to support the change, too.

- **Better World for Girls! Award**  
  Brownies understand they belong to a large and far-reaching world of girls.  
  To earn it the girls use creative expression (of their choice) to show what it means to them to be part of a larger world of girls.

Getting Started:

Before you begin this Journey, take a few moments to familiarize yourself with the following session outlines as well as the girl book and adult guide for *A World of Girls*. It is helpful to read pages 14-25 of the adult guide and then read the story in the girl book. The girl book is divided into two parts. One part is the “world” side with the stories and the other is the “girls” side with activities. To tell the difference, the world side has the word “world” highlighted in yellow polka dots while the girl side has “girl” highlighted. Once you have reviewed these, use the session outlines and the adult guide to review each week’s activities. You know your group and some activities might need to be modified before beginning. Of course, you don’t have to follow the guide or booklet word for word—once you get a topic started, listen for where girls want to take it! Use the supply list to prepare for your meeting. Then send an email to the families afterwards to tell them what the girls learned and upcoming events. Consider planning a field trip or two that relate to the Journey. There are a few ideas on page 3 of this packet.

Helping Girls Take the Lead

Here are some easy tips to let the girls take the lead:

- Have girls sign up for roles to lead each part of the meeting including taking attendance, leading the Girl Scout Promise and Law and more!
- Let the girls lead songs and games. You may have to teach them the first time around, but they will get the hang of it very quickly. Also, girls may have their own games and songs to teach you!
- Keep an eye out for girls who have not expressed their opinion during the meeting.
- Initiate a voting system to vote on new ideas so every girl is heard.
Supplies Needed by Week:

All Weeks:
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- Globe/World Map

Week 1
- Items for obstacle course
- Paper
- Pencils
- Glue
- Markers and/or crayons
- Passport materials

Week 2
- Passport stamps for France and Jordan
- Sidewalk chalk or masking tape
- Construction paper, markers and crayons
- Hummus and pita (or pita chips, veggies, etc.)
- Rope or yarn
- Paper
- Pencil or markers

Week 3
- International music –visit YouTube, iTunes or other music options – try to get several options
- Something to play the music on
- Passport stamp for Thailand
- Story relay cards – See page 50-51 - put each word on an index card before the meeting

Week 4
- One or two sheets/blankets
- Paper plates or construction paper
- Stuffed animals
- Flip chart or poster board
- Markers
- Stickers
Week 5
- Handkerchief
- Hula Hoops
- A ball
- Supplies needed to accomplish Change a Story Project
- Camera

Week 6
- Canadian food
- Canadian passport stamp
- Fabric squares or construction paper
- Embroidery thread and needles or yarn
- Fabric markers or regular makers
- Tape or chalk for four corners

Week 7
- Different kinds of paper and writing utensils
- International music/player for music
- Variety of creative art supplies
- Journey Awards (optional)

More to Explore – Adding to Your Journey Experience
- Field Trip Ideas:
  - Visit a book store or library.
  - Have an international experience:
    - Go to a cultural fair or World Thinking Day event.
    - Visit an art or cultural museum.
    - Visit an international center at a local university.
    - Try food from another country
  - See a professional story-teller or theater performance.
- Speaker Ideas:
  - Invite someone from another country.
  - Have a professional story-teller attend your meeting.

Leader in Action Award
The Leader in Action (LiA) award is an official award for Cadettes who mentor Brownies through the World of Girls Journey. Cadettes can earn the LiA award three times and is different for each Journey. More information and the requirements for the It’s Your Story – Tell It! Journey are listed on pages 18-19 of the Leader Guide. For help recruiting a Cadette, talk to your Service Unit.
Supplies:
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- Globe/World Map
- Items for obstacle course
- Paper
- Pencils
- Glue
- Markers and/or crayons
- Passport materials

Activities:
1. Opening (5-10 minutes)
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart.
   - If you want, you can start with the opening questions on page 29 of the adult guide.

2. Global Game (10 minutes)
   - Banyoka is an obstacle course game played in Zambia and means “snake.” Show the girls where Zambia is on the map before or after they play. To play the game:
     - Create an obstacle course with everyday objects.
     - Form two teams with equal numbers of girls.
     - Each team becomes a “snake.” The girls sit on the floor or ground, one behind the other, with their legs open like scissors and their hands on the shoulders or waist of the girl in front of them.
     - Each team “scootches” along (shuffling on the ground, moving side to side), moving around or over the obstacles while staying connected. The first team to finish wins!
   *If the girls wear uniform skirts, you may want to replace this with another international game.
3. Our Globe of Girls (20 min)

- First, have the girls each take a piece of paper and draw what they think the world looks like. Then show the girls a map of the world and see how they did. After that open up a brief discussion about how we all have connections all over the world. For this activity, you are going to toss the globe ball around. When the girl gets the ball, she shares a connection she has to a particular country or culture and looks for it on the globe. She may need your help or the help of her neighbors to find it, but that's okay. It's part of the learning process.
- When it’s your turn to have the ball say “I am connected to ________ country because of ____________________.”
- Here are some ways we could be connected to another country:
  - Your grandparents/parents came from there
  - You like a story that comes from that country.
  - You like the food or music from that country
  - You have family there
  - Your best friend is from that country

*States are not countries. Help girls find an international connection.

4. Discussion - Girl Scouts are EVERYWHERE!! (5-10 minutes)

- See page 33 of the adult guide.
- Girl Scouts are all over the world. The World Association of Girl Guides and Girl Scouts (WAGGS) is the organization that unites us all. Here are a few facts about WAGGS you can share.
  - With ten million Girl Guides and Girl Scouts from 145 countries across the world, the World Association of Girl Guides and Girl Scouts (WAGGS) is the largest voluntary movement dedicated to girls and young women in the world.
  - Their mission is to enable girls and young women to develop their fullest potential as responsible citizens of the world.
  - There are five WAGGS’ regions – Africa, Arab, Asia Pacific, Europe and Western Hemisphere and four World Centers: Our Chalet in Switzerland, Sangam in India, Pax Lodge in UK and Our Cabaña in Mexico. The world centers are residential and training centers where girls and young women develop leadership skills through international programs and friendships. More information about the world centers is available in the handbook section of any of The Girl’s Guides to Girl Scouting in the Our Girl Scout World packet.

5. Make Your Own Passport (15-20 min)

- Each girl will make a passport that will capture what they do together all along the journey. At each meeting girls can add things to it to represent what they have learned. Today they could add the picture they made of the world.
- A sample passport is available in the resource section at the end of this packet.

More Passport Ideas:

- Make a mini collage about where they would like to travel to someday.
- Make a page about their family and which parts of the world their ancestors are from.
- Interview another girl in your troop and find out where her family comes from and any traditions they may have.
6. Closing (5-10 minutes)
   - If you want, say the poem on page 34 of adult guide
   - Friendship circle - A Girl Scout tradition
     o Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
     o One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
     o Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
     o The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.

Family Follow-Up Email
Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We began a new journey experience – A World of Girls. The Journey focuses on stories and girls all over the world. Stories are one of the best ways to explore what life is like for girls around the world. And in stories, you can find clues about what you might do to make life better for girls, near and far!

We had fun:
   - Playing a game from Zambia called Banyoka.
   - Learned about our fellow Girl Scouts around the world.
   - Made passports for our journey.

Continue the fun at home:
   - Ask your Girl Scout to teach the game to your family.
   - Ask her about some facts she learned about her fellow Girl Scouts.
   - Read a story from another country.

Our next meeting will be

We will be doing

You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
Supplies:
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- Passport stamps for France and Jordan
- Sidewalk chalk or masking tape
- Construction paper, markers and crayons
- Hummus and pita (or pita chips, veggies, etc.)
- Rope or yarn
- Paper
- Pencil or markers

Activities:
1. Opening (5-10 minutes)
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart.
   - If you want, you could begin with the do the Girls in My World activity on page 37 of the adult guide.

2. Opening Game: Escargot (15 min)
   - Escargot is a version of hopscotch that children play in France.
   - If possible go outside and draw the diagram at the top of the next page with chalk in a playground or parking lot area (if using a parking lot, make sure the area around your game is safe from cars)
   - If you are inside the design could be laid out in masking tape.
   - To play the game:
     - Game may be played as one large group or in teams of three–four girls.
     - Have girls decide which foot is their hopping foot and who will go first. Whichever foot a girl chooses is the foot she will hop on for the entire game.
     - Hop through to the center on one foot. Start with square one.
     - Hop only once in each square. Do not hop on any lines or a turn is lost. Girls may rest when they reach the center.
     - Hop back to the beginning, following the same rules.
     - If a girl hopped in and out successfully, she may choose a square as her “house.” Have her put her initials in the square (write on small squares of papers and tape it in the square). She can use this space to rest and other players must skip over the square.
     - The game is over when it becomes impossible for anyone to hop to the center. The player with the most squares at the end is the winner.

Show the girls where France is on a map/globe and add a symbol to your Team Passport.
3. Story Time: “Flying into Shali’s Desert Home” (15min)
   - First, bring out hummus and pita as a snack and explain that this treat is from the part of the world where Shali lives.
   - Next, explain that they are going to start a Journey around the world where they learn about the lives of girls all over the world. Tell them they will begin their journey with a story about Shali, who is from Jordan. Show the girls where Jordan is on the map/globe and tell them that it is a little smaller than the state of Indiana. About 5,795,000 people live in Jordan. Read pages 6-16 in the girl book.
   - After reading ask the girls the following questions:
     - What did you learn about Shali’s world? What do you have in common with her?
     - Does anyone know what a clue is? It helps you find something or solve a mystery. Let’s look for a clue in Shali’s story!
     - What is something in her life that she wants help with? (ex. To be better at reading.)
     - That’s a clue! Is this something we could help Shali with? How?
     - If you could do anything to help Shali, what would you do?
     - Do you know anyone else who wants to read better? How could we help?
     - These are all great ideas! Following through on ideas like this is how we make the world better!

🌟 Make sure the girls stamp their passport for Jordan!
4. Overlapping Worlds (20 min)
   • See page 38 of the adult guide.
   • If you are inside, have the girls use rope or yarn to make big overlapping circles on the floor. If you can go outside, you could use sidewalk chalk. See picture below.
   • Invite girls to go to the circles they are a part of, as you identify each circle. For example, if you like to play a sport, stand in this circle. If you like to sing or play an instrument, stand in this circle.
   • If the girls are in more than one group, have them stand in the sections where the circles overlap. For example, girls like a sport and like to sing/play an instrument.
   • Once each girl is in at least on circle, create a large final circle around all of them. Ask the girls, “What do you think this circle stands for? What do you all have in common? You are all Girl Scouts!

![Overlapping Circles](image)

5. Me and My Girl Worlds (15-20 min)
   • See page 29 of the adult guide.
   • In this activity, the girls go deeper in understanding their own worlds and the women and girls who are part of those worlds. To begin, give each girl a sheet of paper and markers. Get the Brownies started with these directions:
     o Draw a circle that takes up most of the paper, fold the paper into quarters, and then unfold the paper. The circle stands for your world.
     o In each quarter of the circle, write or draw one of the group of girls or women who are part of your world (some possibilities include girls and women in their family, girls and women at schools, girls on the bus, girls in an after-school activity like soccer or dance class or women and girls at church.)
     o **After the girls have drawn their groups, invite each to choose one of them and explain what she likes about it and how she feels when she is with this group.** If you have a big troop, divide them into smaller groups for this discussion. A few possible discussion questions:
       • What stories have you learned from the women and girls in your family?
       • Where you surprised by the many groups of girls in your world?
       • In what ways are you a leader in any of the groups?
6. Closing (5 minutes)
- Friendship circle - A Girl Scout tradition
  - Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
  - One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
  - Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
  - The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.

Optional (If you have additional time)
- Girl Worlds in Stories – Page 39 of the adult guide

Family Follow-Up Email
Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We continued our journey experience – A World of Girls.

We had fun:
- Playing a game France called Escargot.
- Learning about girl living in Jordon and trying hummus.
- Looking for clues in stories.

Continue the fun at home:
- Try a hummus or a new food as family
- Look for clues in books you read as a family.

Our next meeting will be

We will be doing

You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
Supplies:
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- International music – visit YouTube, iTunes or other music options – try to get several options
- Something to play the music on
- Passport stamp for Thailand
- Story relay cards – See page 50-51 - put each word on an index card before the meeting

Activities:
1. Opening (5 minutes)
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart.
   - If you want, you could complete the opening ceremony activity on page 49 of the adult guide.

2. Opening Game: Dance It Out! (10 minutes)
   - In honor of the story today, the girls can start out with a dance party. Let them know that dancing is one way that people all over the world express themselves and tell stories. Select dance music from other countries.

3. Story Time: “Dancing with Chosita” (15 min)
   - If possible, offer a treat from Thailand.
   - Read pages 18-26 of the girl book
   - Lead a discussion about giving and sharing. Here are some discussion questions:
     - Remember how the three friends joined Chosita in gathering eggs?
     - What other things did they do or talk about that involved giving and sharing?
     - What is one way you can give or share at home or at school?
     - How does giving or sharing make things better?
     - What did you most enjoy learning about Thailand?
     - Name one person you could tell about Thailand’s customs.
• Share some fun facts about Thailand, point it out on a map and add a picture/symbol from Thailand to your passport.
  o When Thai people greet one another, the younger person presses her hand together with her fingertips pointing up, and bows her head so that it touches her hands. This traditional greeting is called *wai*.
  o Thai food is known for being spicy and rice is eaten at almost every meal.
  o Thailand is slightly larger than the size of Wyoming (pop 576,412) and has a population of almost 70 million.

🌟 Make sure the girls stamp their passport for Thailand!

4. **Story Relay (15 min)**
   • Use pages 50-51 of the adult guide.
   • If time is limited, complete relay 1. If you have additional time, complete both relays.
   • If you have a lot of girls, you might need to have more than two teams. Consider having groups be 5-8 girls each.
   • In this relay the girls try to create a story from a set of words- any story that makes sense. Break the girls into teams and explain these instructions:
     o Girls run to the table one at a time and draw two cards from a shuffled deck.
     o The first girl takes two words, sets the words down and then runs back to tag the next girl.
     o The second takes two more words, organizes them with the other two words, and runs back.
     o The relay continues and each girl can rearrange the words to make a logical sentence/story.
     o After each girl has had at least two turns, call time and have the girls read their stories aloud.

**Possible words you could write on the story note cards:** once, upon, a time, a, group, of, Brownies, Found, an, old, watch, when, by, cabin, went, on, hike, friends, new, they, was, deer, saw, asked, where, waterfall, fort, built, fox, finally, got, back, home, adventure, the, trail, woman, gave, it, to, the, she, smiled, wearing, swam, in, pond, felt, good, end, jumped, hat, shoes, purple, cat, golden, cold, beautiful, mysterious, scary, etc.

5. **Circle ’Round the Story (10-15 min)**
   • Page 52 of the adult guide.
   • Gather Brownies in a circle and ask:
     o What makes something a story? (possible answers- interesting characters, lots of things happen, etc.)
     o Then get the girls talking about how stories are all around them. Maybe someone has a bracelet or necklace that has a story? Could your backpack share where you’ve been?
     o Discuss how stories usually have a beginning, middle and end, and a challenge that the characters have to overcome.
     o Invite one girl to make up a sentence that will be the beginning of the story.
     o Have each girl add their own sentence as you go around the circle.
6. Closing (5-10 minutes)
   • Friendship circle - A Girl Scout tradition
     o Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
     o One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
     o Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
     o The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.

Optional (If you have additional time)
   • Role-Playing Positive Change – page 49 of the adult guide.
   • Get Creative – Our Own Bookmobile – Pages 54-55 of the adult guide
   • Sweet, Spicy, Smooth and Bright – Page 53 of the adult guide
   • Get to Know You Scavenger Hunt
     o Create 1-2 different bingo cards and have the girls try to complete their cards or get 4 in a row.
     o Give each girl a bingo card.
     o Have the girls go around the room, ask each other questions and have other girls write their name in the box if it applies to them.
     o Have the girls keep going until each box has one name in it (some may have more than one name). This shows how some things are unique to one person (only one person has been to New York, but other things may be more common (several girls have pets). You can use the example card on the next page or make your own based on the knowledge of your troop. Here’s an example:

<table>
<thead>
<tr>
<th>Sings in the shower</th>
<th>Favorite color is purple</th>
<th>Writes poems or songs</th>
<th>Wants to be a teacher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knows how to build a fort</td>
<td>Thinks science is super fun</td>
<td>Helps their mom or grandma make dinner</td>
<td>Has her ears pierced</td>
</tr>
<tr>
<td>Likes to read before bed</td>
<td>Can do a handstand</td>
<td>Can balance a spoon on their nose</td>
<td>Likes to paint and draw</td>
</tr>
<tr>
<td>Likes to tell jokes</td>
<td>Has two or more pets</td>
<td>Plays basketball</td>
<td>Knows a magic trick</td>
</tr>
</tbody>
</table>
Family Follow-Up Email

Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We continued our journey experience – A World of Girls.

We had fun:
- Learning about Thailand
- Making up our own stories
- Learning how to look for clues in stories

Continue the fun at home:
- Ask about Thailand.
- Make up a story as a family.

Our next meeting will be

We will be doing

You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
The Brownies will begin working on their Change a Story project this week. They will engage in a team building activity and use the basic outline of a story (beginning, middle and end) to help them make a plan for their project. They will also learn new techniques to reach consensus while working together.

**Supplies:**
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- One or two sheets/blankets
- Paper plates or construction paper
- Stuffed animals
- Flip chart or poster board
- Markers
- Stickers

**Activities:**

1. **Opening (5 minutes)**
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart.
   - If you want to, you can complete the opening ceremony activity on page 59 of the adult guide.

2. **Game: Rescue Mission! (15-20 min)**
   - In this game the girls will work together to solve the problem and rescue the animals.
     1. Lay a tarp, blanket or flat sheet on the floor. This will be your “ship”. It needs to be big enough for all of the girls to stand on. If you have a really big group, you may need to split the group into two and have two sheets/blankets.
     2. Randomly place all of the stuffed animals in the area outside of the ship.
     3. Tell the girls to stand completely on the ship with all hands and feet inside. Explain that they were all on a ship that was headed to Thailand with several animals aboard when all of a sudden a huge wave came along! The boat was hit by the large wave and tipped over. Now, they are stranded on the bottom of the capsized ship and the animals need to be rescued.
4. Tell the girls that they must work together to turn the ship over in order to save all of the animals. The only problem is that they cannot step off the ship or they will fall in the ocean. If a girl falls in the water, the group must start over from the beginning.

_Hint:_ Most solutions typically involved lifting and twisting one end of the tarp and moving people from one side to the other.

5. After they turn the ship over, they must rescue all of the stranded animals. Give each of the girls one stepping stone (paper plate or construction paper). Again, no one can step into the “ocean,” but they may use their stepping stones to travel and reach the animals. Every stepping stone must remain in contact with the girls at all times. If it is untouched for even a second, it will “sink” into the ocean and the girls will have to return to the ship.

_Hint:_ Most solutions involve setting the stepping stone down as someone steps onto it so that it doesn’t “sink.”

6. After the game, ask the girls how it felt to be part of a team to solve the problem and save the animals.

3. **Choosing Our Change (20-25 min)**

- Before starting this discussion, here are a few things to consider:
  - **Girls should play an active role** in determining the “what, where, when, how and why of their project, but Girl Scout Brownies will need your support and guidance throughout the process.
  - Help the girls scale the project to a _manageable size_, so that they can have a successful experience. Even if the project has a small scope, what they are doing is important. The project may need to take place at their meeting place. Depending on what they decide to do, you may need to get permission.

Let the girls know that they are going to begin planning a fun project together that will allow them to make a difference. Use a poster board, chalkboard or flip chart to create a diagram like this:

<table>
<thead>
<tr>
<th></th>
<th><strong>Beginning</strong></th>
<th><strong>Middle</strong></th>
<th><strong>End</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The clue we want to change.</td>
<td>What we plan to do to make that change.</td>
<td>Who will benefit? What positive change will we achieve?</td>
</tr>
<tr>
<td><strong>School</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Community</strong></td>
<td>(library, hospital, pet shelter, elderly people, parks, veterans)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Begin the brainstorming process with girls. Add their ideas to the poster board for what issue they want to focus on. What needs to change? What have they noticed at school or in their community? Are there some stray animals in their neighborhood? Is there a lot of trash dumped on an abandoned lot? Maybe they know of some elderly people who are lonely or a child who has been sick in the hospital. Anything they have noticed can be added to the list, just don’t have them go down the road of problem solving yet.

- Give each girl two stickers to vote. They can put both stickers on one idea or put them on two separate ideas. Circle the top 3-4 ideas.
Go through each of the top ideas and ask the girls **how** they want to change it. In what way can they make a difference? In some cases, they may not be able to directly help the person or animal that they noticed needed help, but they could help people in a similar situation. For example, they may not be able to help the child they know in the hospital, but we could get permission to have the girls make cards for other kids in the hospital. They may not be able to clean up the trash dumped in their neighborhood, but they could do a litter clean up around their school.

Once you have a few ideas and possible ways to address the problem, have the girls vote on their favorite idea. If there are two with similar amount of votes, let the girls discuss the two possible ideas and see if they can come to an agreement on which one to do. If you have a large group of girls, you could also consider allowing them to do two projects.

Once an idea has been decided on, discuss the steps with the girls and write them down. Then ask them what supplies they think they will need to carry out the project...

Note: Page 66-61 has a good planning guide for your troop project.

### 4. Discussion: What if... (5-10 min)
- Ask the girls what they think would happen if girls all around the world “changed a story” by doing a project like the one they are planning. Ask questions like:
  - How different would our world be if people everywhere tried to change their communities for the better in some small way?
  - If a lot of people were involved, would each person’s effort have to be as big?
  - What are some small things that people can do, all together, that would make a big difference?

### 5. Closing (5-10 minutes)
- **Friendship circle - A Girl Scout tradition**
  - Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
  - One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
  - Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
  - The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.

Optional (If you have additional time)
- **Snack Time** – Page 60-61 of the adult guide
- **Saying How it Feels to Me** – Page 61-62 of the adult guide
Family Follow-Up Email
Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We continued our journey experience – *A World of Girls*.

We had fun:
- Completed a team building game
- Talked about our Change a Story project.

Continue the fun at home:
- Ask about our Change a Story project.
- Try a new activity as a family.

Our next meeting will be

We will be doing

You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
Supplies:
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- Handkerchief
- Hula Hoops
- A ball
- Supplies needed to accomplish Change a Story Project
- Camera

Activities:
1. Opening (5 minutes)
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart.

2. Game: Cencio Mollo (10-15 min)
   - In this traditional Italian game, the girls form a circle and one girl is chosen to be “It.”
     - The girls who is “It” stands in the center with a handkerchief and goes to someone in the circle and says, “The Cencio Mollo has come to you.”
     - The girl she is facing says, “Let it come. I shall not cry, laugh or kiss it.” Then the “It” girl tries to make her laugh any way she can, bus she can only touch her with the handkerchief on the head or face.
     - If the player doesn’t laugh, “It” moves on to the next girl in the circle. If the player laughs, she pays a penalty, such as having to sing a song, jump in the air five times, or do something else silly. Then she becomes “It.”

🌟 Make sure the girls stamp their passport for Italy!
3. Optional Team Building Games:
   - **Loop the Hoop**
     In this game, girls try to move the hoop from player to player without letting go of each other's hands. Players stand in a circle holding hands. You (the facilitator) put a hula hoop over one player. While holding hands, players pass the hula hoop completely around the circle without letting it touch the ground. You can also use two hula hoops, going in opposite directions.
   - **Pass the Ball, Please**
     In this game, girls try to pass a ball from one end of a line to the other end without using their hands or letting the ball touch the ground. Players sit on the floor in a line with their legs straight out. The ball is placed between the ankles of the first girl, who passes it to the next girl (without using her hands). If the ball touches the ground, the team must begin again.

4. **Change a Story Project!**
   - Now it's time for you to help the girls execute their project. Make sure that they have all of the supplies they need and plenty of support from you! If possible, take pictures to help the girls earn their next award, “Share a Story.” Note: Depending on size of your project, this might take more than one meeting or you might need to make this a field trip.

5. **10 Minute Reflection**
   - Take 10 minutes after the project is finished to reflect on it. What did they learn? How does it feel to make a difference? What will they remember about this project later? How well did they work together as a team? What does this activity show us about the power of a team? What could we have done better?

6. **Closing (5-10 minutes)**
   - Friendship circle - A Girl Scout tradition
     - Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
     - One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
     - Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
     - The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.
Optional (If you have additional time – if you stretch your project to two meetings you might add more of these activities)

- From Uh-Oh to AHA – Page 71 of the adult guide (this is good if your group runs into issues with your project)
- Drawing Ourselves – Page 72 of the adult guide
- Story Charades and the Power of Stories – Page 74 of the adult guide
- Sun and Ice – Page 75 of the adult guide
- A girl Scout Story – Page 75 of the adult guide

Family Follow-Up Email
Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We continued our journey experience – A World of Girls.

We had fun:
- Completed (worked on) our Change a Story Project. We......

Continue the fun at home:
- Complete a service project as a family.

Our next meeting will be

We will be doing

You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
**Week 6: Different Ways to Tell a Story**

**Supplies:**
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- Canadian food
- Canadian passport stamp
- Fabric squares or construction paper
- Embroidery thread and needles or yarn
- Fabric markers or regular markers
- Tape or chalk for four corners

**Activities:**
1. **Opening (5 minutes)**
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart.

2. **Opening Game: Canadian Four Corners (10-15 min)**
   - The Canadian version of Four Corners is played on a large square drawn in chalk (we could use tape inside), usually in a schoolyard or other similar area. Four of the children stand on one of the corners of the square, while the fifth player is designated "it" and stands in the middle of the square. The four corner players then attempt to trade places without being tagged by the player who is "it", or without vacating a corner long enough for the player who is "it" being able to stand in the vacant corner. If a corner player is tagged or stranded without a free corner to stand in, they become "it". Common strategy is to try to swap corners while the player who is "it" is chasing other players who are trying to swap corners.

3. **Planning to Tell Our Story of change**
   - See page 82 of the adult guide
   - Brainstorm how they might share their "Change a Story" project from your last meeting.
   - Ask the following questions:
     - Who might be especially interested in the change we are creating?
     - Who do you think would want to get involved in this change, too?
     - Is there anyone else – family, friends, people at school?
   - Have each girl plan to share about the project with one person before your next meeting.
4. Story Time: “Story Swapping with Lakti” (15 min)

- First, let the girls try Saskatoon jam, which is a berry commonly eaten by Inuit people. They could also try maple syrup (from Canada) on a tiny pancake.
- Read pages 28-37 and then share some facts about Inuit culture in Canada and point out where they live on the map.
  - OpIn Canada, many Inuit live in Nunavut. Parts of Nunavut are close to the North Pole and are as far north as humans live on Planet Earth.
  - The Inuit traditionally traveled by kayak and dogsled and lived in igloos made of blocks of ice.
  - “Niviasar” (ni-Vy-a-sar) is how you say girl in the Inuktitut language.

Make sure the girls stamp their passport for Canada!

5. A Special Piece of the Whole, Story Quilt (review page 34 in the girls book)

- First, ask the girls if they know what a quilt is (a blanket made of pieces of fabric pieced together side by side). Then explain that a story quilt is one that tells a story with its colors pictures and maybe also words. A story quilt can include a poem, a portrait, photographs or whatever the artist likes. The girls are the artists today!
- Have the girls work together to create their own story or use one they already know and love (like Frozen). Then decide who will take the first part of the story and make a picture about it, who will take the next part/scene and so on until each girl has an idea of what she wants to capture on her square. You may want to take notes as you go in case they forget. Since this is an artistic interpretation, they can find a new creative way to tell their part of the story or recreate that scene. For example, if they pick Frozen they could make Elsa look completely different or even live in a warm climate.
- Additional option: Once the girl has finished her part of the story, have her flip the square over and make a picture that shows her own personal strengths. What is she especially good at? What does she like about herself?
- The last step is to have the girls work together to “sew” all the pieces together. You may want to save this to hang up during their Journey Awards Ceremony.
- The quilt could be completed with fabric or construction paper.
6. Closing (5-10 minutes)
   - Friendship circle - A Girl Scout tradition
     - Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
     - One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
     - Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
     - The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.

Optional (If you have additional time)
   - Get Creative – Ads Among Us – Page 80 of the adult guide
   - Pass It On – Page 90 of the adult guide
   - Painting Mixed Feelings – Page 91 of the adult guide

Family Follow-Up Email
Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We continued our journey experience – A World of Girls.

We had fun:
   - Learning about Inuit culture in Canada
   - Playing Canadian Four Square
   - Making a Story Quilt

Continue the fun at home:
   - Talking about other cultures.
   - Playing Canadian four square as a family.

Our next meeting will be

We will be doing

You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
**Week 7: Better World for Girls!**

**Better World for Girls!**
This week the girls will begin working on their “Better World for Girls” project. The goals for this project are:
1. The girls understand that they belong to a large and far-reaching world of girls.
2. The girls will use creative expression (of their choice) to show what it means to them to be part of a larger world of girls.

**Supplies:**
- A World of Girls – adult guide
- A World of Girls – girl book (one for each girl)
- Poster of the Girl Scout Promise and Law (optional)
- Snack (optional)
- Different kinds of paper and writing utensils
- International music/player for music
- Variety of creative art supplies
- Journey Awards (optional)

**Activities:**
1. **Opening (5 minutes)**
   - Welcome everyone to the meeting.
   - Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group if the girls know it by heart
   - Ask the girls who they told about their “Change a Story” project. What was their reaction?

2. **Creation Stations (30 minutes)**
   - See page 98 of the adult guide.
   - During this activity the girls will express how they see themselves as part of the world of girls and what it means to them. The girls will be allowed to go to more than one station and can work together or alone to prepare their creation.
     - **Station 1: Writing**
       Girls at this station might be writing a story, a poem, a song, a letter, as script, or story. If a girl is writing something that she or others will perform, they might rehearse in a separate location.
     - **Station 2: Music/Dance**
       Locate this station away from the others. If the girls are creating a dance or singing, or creating new lyrics to an existing song, they may need assistance with the CD player. You may need more than one music station.
     - **Station 3: Painting/Coloring/Collage**
       Place a variety of art supplies on the table and give girls the freedom to experiment with the materials.

3. **Sharing Our Stories (20 minutes)**
   - Give each of the girls a chance in the spotlight. Some will be performing and other will be showing a piece of art they just created. Ask each girl to share how her creation shows her connection to the world of girls.
4. Journey Completion (10 minutes)
   • This is the end of your Journey. You might consider planning a celebration or passing out the awards.
   • To end the activity, have the girls process what they have completed by asking the following questions:
     o What did you enjoy most?
     o What are you most proud of accomplishing?
     o What things have you learned?

5. Closing (5-10 minutes)
   • Friendship circle - A Girl Scout tradition
     o Have the girls form a circle then cross their arms so that their right arm is over their left arm. They then hold the hands of the girls next to them.
     o One girl or leader starts the circle by making a silent wish, then squeezing the hand of the girl on her left.
     o Each girl squeezes the next girl’s hand in turn, until the squeeze “gets back” to the first person.
     o The first person then says “Goodbye Girl Scouts” and the girls can either twist out of the circle or just drop hands.

Optional (If you have additional time)
   • Throw a Journey completion celebration – invite the girls’ families and present the awards.

Family Follow-Up Email
Use the email below as a template to let families know what girls did at the meeting today. Don’t forget to fill in the missing information or add additional information.

Hello Girl Scout Families:

We completed our journey experience – A World of Girls.

We had fun:
   • Through art the girls’ expressed how they see themselves as part of the world of girls and what it means to them.
   • We talked about what we learned during our Journey.
   • We passed out the awards earned during the Journey.

Continue the fun at home:
   • Ask to see your daughter’s art project.
   • Ask your daughter to share what she learned during the Journey.

Our next meeting will be

We will be doing
You can help us by

Girls will need to bring

Other important dates and upcoming activities

Thank you for bringing your Brownie to Girl Scouts!
Additional Resources – International Games

**Chile: Corre, Corre la Guaraca**

The fun-to-say game name translates to "Run, Run, la Guaraca." Chilean kids typically speak Spanish, but Guaraca is actually a nonsense word.

**Players:** Five or more

**What You'll Need:** A handkerchief.

**How to Play:** Players sit in a circle while a runner jogs around the outer rim with a handkerchief. The seated kids are not allowed to watch. They sing "Corre, Corre, la Guaraca who looks back will be bopped on his head!" Trying not to be felt, the runner drops the handkerchief on a child's back and runs. If he makes it around the circle before the player realizes that it's on her back, the seated player is out. If the seated player catches on, she must tag the runner. If she succeeds, the runner is out. If she fails to tag him, they play again, but this time player 2 is the runner.

**Pakistan: Ounch Neech**

Many cities in Pakistan are bustling places, full of vivid colors and lots of people. Given the chance to break out of the crowd, Pakistani children, much like American kids, love to laugh and shout their way through a rousing game of tag.

**Players:** Four or more

**What You'll Need:** An outdoor space with lots of obstacles like tree stumps, a slide, a swing, rocks, or sturdy benches.

**How to Play:** The game begins with one child as "It." He chooses either ounch (up) or neech (down). If he chooses neech, then the ground is not safe; runners can be tagged out unless they are ounch, up on something like a stump or a rock. The opposite is true as well: If "It" chooses ounch, then the ground is safe so everyone remains on terra firma. Of course, children quickly realize that it's boring to stay only in the safe zones. The first person tagged becomes "It" for the next round of the game. Great fun, great exercise, and a great way to burn energy.

**Ghana: Pilolo**

In rural parts of Ghana, in West Africa, children's choice of toys is quite limited, but they find plenty of ways to have fun.

**Players:** Six

**What You'll Need:** Sticks and stones, or if that would be confusing for kids when playing in a backyard packed with them, you can use pennies, one for each player.

**How to Play:** Designate a leader and a timekeeper, and determine a finish line. The leader secretly hides the pennies while the other players have their back turned. The timekeeper waits at the finish line to judge which player is first. When the leader says "Pilolo!" (which means "time to search for") the timekeeper starts the watch and players race to be the first to find a penny and take it across the finish line. The winner is awarded one point. To play again, gather the pennies and designate a new timekeeper and leader. The game is repeated as many times as energy allows; the player with the most points wins.
**Republic of Korea: Kongki Noli**

Today, Korea is a modern nation, but with its history dating back more than 5,000 years, the country also retains a great deal of traditional culture. Korean children celebrate many festivals throughout the year, with colorful costumes and special foods.

**Players:** Two or more; ages 5 and up

**What You'll Need:** Five small stones.

**How to Play:** This traditional childhood game is similar to the American "jacks." Player 1 scatters five small stones on the ground. He then picks one up and tosses it in the air and quickly tries to pick up another stone in time to catch the one he just threw. Now he has two in his hand; he throws one of the stones up in the air, and picks up a third. This goes on until he has all the stones in his hand. In the second round, the player picks up two stones every time he throws one up. In the third round, he picks up three; four in the fourth, and the fifth time he picks them all up. For the game's last step, the player tosses all the stones in the air and tries to catch them on the back of his hand. Then he tosses them up again and tries to catch them in his palm. The number he catches is that player's score. If he fails to catch them all, it's the next person's turn.

**United Kingdom: Pass the Parcel**

A popular party game in the United Kingdom, Pass the Parcel may have been played during the medieval era. During that time, a special gift would have been wrapped in cloth and pretty ribbons. Today, a package covered in layers of colorful paper is passed from child to child to the sound of music.

**Players:** Five or more; ages 4 and up

**What You'll Need:** A white elephant "surprise gift". Wrapping paper (or newspaper) and tape. Music.

**How to Play:** Before the game begins, Mom or Dad will need to make the parcel by wrapping something fun or silly they have around the house in layer upon layer of paper. Using a different pattern or color for each layer will make it easier for kids to tell them apart. To play, ask the kids to sit or stand in a circle, then turn on the music. Players pass the parcel around until an adult stops the music. The player who is holding the gift removes one layer of wrapping paper. Start up the music again and continue playing until the final layer of paper is removed. The child who "wins" the prize can keep it or not. This is also a fun game for children to play at birthday parties, but an adult ensures that the child celebrating opens a nice present.

**Sumatra: Semut, Orang, Gajah**

The large Indonesian island is home to the Sumatran elephant, which has made its way into this kids' game, similar to the American "Rock, Paper, Scissors." Children play Semut, Orang, Gajah to determine the first player in a game or simply for fun.

**Players:** Two; ages 3 and up

**How to Play:** Players pump their fist up and down to the count of three. On four, they straighten their arm and give one of three signs: Pinky out is "ant" (semut), pointer finger out is "man" (orang), and thumb out is "elephant" (gajah). The elephant beats man because it is stronger; man defeats the ant because he can step on it and squash it. And the ant? It can crawl into the elephant's ear, bite him, and drive him crazy, so the ant beats the elephant. If players make the same signs, they go again. Two out of three wins.
**Australia: Skippyroo Kangaroo**

Ah, Australia! It's both a country and a continent: a vast, mysterious, and diverse land filled with wonderfully wacky wildlife -- animals like the Tasmanian devil, platypus, wallaby, wombat, koala, kookaburra, and, of course, every kid's favorite, the kangaroo, which gives this game its name.

**Players:** As many as 25 or as few as six; ages 3 and up

**How to Play:** This is a popular game played in many Australian preschools and kindergartens to help teach children their classmates' names as well as good listening skills. Kids sit in a circle and an adult asks one child to go into the middle -- she is the first Skippyroo, the kangaroo. Skippyroo crouches forward on the floor with her eyes closed while the kids in the circle chant: "Skippyroo, kangaroo, dozing in the midday sun, comes a hunter, run, run, run." At this stage an adult points to a child sitting in the circle, who then touches Skippyroo's shoulder and says, "Guess who's caught you just for fun?" and waits. Skippyroo tries to name the owner of the voice and if she guesses correctly, swaps places. The game begins again and continues until all the kids have had a chance to be Skippyroo.

**Israel: Go-Go-Im**

During midsummer, when fresh apricots are in season, Israeli kids play games with the small, smooth pits known as go-gos, which are plentiful and perfect for tossing. They tote customized boxes and challenge their friends to toss pits for points.

**Players:** Two or more; ages 5 and up

**What You'll Need:** 100 (or fewer, but at least 20) apricot pits per each player. If these aren't available use acorns or small stones. A shoe box for each player.

**How to Play:** With a grown-up's help, players must first prepare their boxes by cutting six holes of varying sizes along the lid's top. The smallest hole should be just slightly bigger than the go-go, the others incrementally larger. Each hole is given a point value, usually 1 (for the largest opening), 2, 5, 10, 50, and 100 (for the most challenging hole). The game begins like this: Standing about five feet away (or closer if that's too difficult), a player tries to throw one of his pits into another player's box. If he makes it, the point value of the hole determines how many go-gos that player must give him. If he misses the box entirely, he loses his one go-go. So kids don't have to lug around buckets of pits or stones (on the chance someone gets one in the toughest hole, he'd have to pony up 100!), feel free to lower the point values on the smaller holes. Kids can also personalize their shoe box by decorating it if desired.

**Armenia: Egg Jousting**

For American kids, egg hunts are a big part of the Easter celebration. Armenian children have a different tradition that pits hard-boiled egg against egg in a silly jousting competition.

**Players:** Two; ages 3 and up

**What You'll Need:** A colored hard-boiled egg for each player.

**How to Play:** Facing each other, the two players gently tap the small end of their eggs together until the end of one egg cracks. Next, they joust with the large end of their eggs. Hard-boiled eggs can withstand three to four "hits" before cracking, and maybe more depending on the tapping force. Mom testers say the two eggs do not crack at the same time; in all cases, only one of the eggs was destroyed. The cracked egg is given to the winner as a trophy, and then you can make egg-salad sandwiches for lunch!