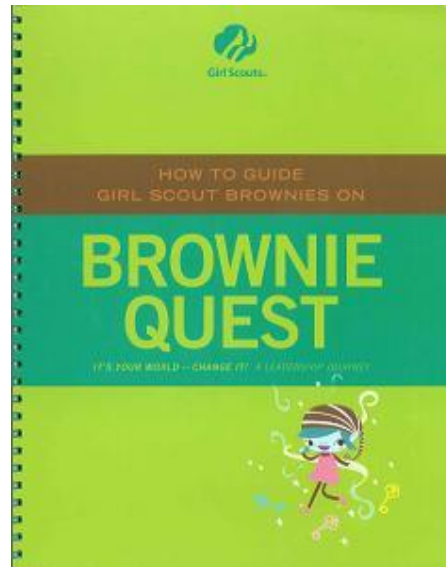
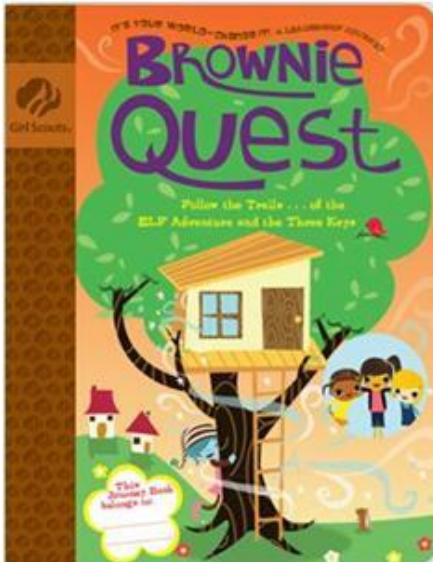


# It's Your World – Change It! Leadership Journey



## ***Brownie Quest*** **Brownie Girl Scouts – Grades 2 & 3**

Girl Scout Brownies are old enough to begin to understand and appreciate the concept and value of leadership. The three keys they will uncover along this journey are the keys of the Girl Scout Leadership philosophy – Discover, Connect, and Take Action. To find each key, Brownies will take three steps. A step might be a game, a brainstorming session, or an activity that calls for the Brownies to connect with their family or community. A map offers you and the girls a way to track your progress through the Quest, and details of each step are provided .... But don't tell them! And, what if some girls uncover the meaning of the keys before others? Stay mum and keep the suspense going as best you can.

## What's in the Adult Guide?

<b>Working with the Girls' Brownie Quest Book</b>	This section describes how the girls' book is divided into two trails: the Trail of the ELF Adventure and the Trail of the Three Keys.
<b>Awards Along the Quest</b>	This section explains how the girls will earn awards that are linked to the three leadership keys – the Discover Key Award, the Connect Key Award, and the Take Action Key Award – and the culminating Brownie Quest Award.
<b>Snapshot of the Quest</b>	This section presents an overview of the session design – see next page for details.
<b>Identifying Journey “Helpers”</b>	This section includes ideas for involving family and friends in the journey activities.
<b>Understanding Brownie-Age Girls</b>	This section describes characteristics of girls at this age level and ideas for what works best in your partnership with Brownie Girl Scouts.
<b>What + How: Creating a Quality Experience</b>	This section reviews the Learning Processes from the Girl Scout Leadership Model and how we can enhance the quality of girls' experiences by letting girls lead, incorporating hands-on activities with time for reflection, and establishing a cooperative learning environment.
<b>Girl Scout Ceremonies and Traditions</b>	This section reviews the importance of incorporating ceremony and traditions into your activities.
<b>Health, Safety, and Well-Being</b>	This section reviews the importance of providing a healthy and safe environment.
<b>Understanding the Journey's Leadership Benefits</b>	This section describes the specific leadership outcomes that have been associated with this Journey and some examples of how these outcomes might be expected to play out along the way
<b>Your Perspective on Leadership</b>	This section offers an exercise to think about <u>our own</u> personal leadership philosophy since this will have a strong influence on our girls.
<b>Tips for Working with the Sample Sessions</b>	This section reviews the session goals and activities, a list of materials needed, and suggestions for how to prepare.

## The Journey Sample Sessions

The Sample Sessions in the adult guide organize the Brownie Quest into seven meetings of about an hour each, with an option for containing the Quest within six sessions. You can adjust the sessions – or the entire Quest – based on the girls’ interest and availability.

The session details in the Adult Guide provide everything you need to understand the journey objectives and work with your girls to reap the full benefits. Here is a summary of the goals of each of the sessions.

Sample Session	Goal of the Session
<b>1 – Discovering... You, Values, Family</b>	Girl Scout Brownies discover and give voice to their special qualities and appreciate the qualities of their sister Brownies. Then they “find” the values of the Girl Scout Law and prepare to share them with their families.
<b>2 – Discovering and Connecting</b>	The girls engage in a team-building game and reflect on the experience, which guides them to create a Brownie Team Agreement – the first step to the second key.
<b>3 – Connecting and Taking Action</b>	Brownies earn the Connect Key by first exploring the “circles” of their lives and then expanding their caring to their community by writing a letter to a school or town official to seek a healthy-living improvement.
<b>4 – Choosing to Take Action Project</b>	Brownie Team members identify a community need that matters to them and begin to create a solution – a way to Fly into Action and accomplish something on behalf of others.
<b>5 &amp; 6 – Taking Action and Making the World a Better Place</b>	The Brownie Team moves forward with its Take Action Project to make an impact in the community and earn the third key.
<b>7 – Celebration and Reflection: Unlocking the Code to Leadership</b>	Depending on the girls’ Take Action Project and the time and resources available, the Brownie Team may earn the Take Action Key and “put all the keys together” to earn the Brownie Leadership Quest Award at the close of Session 6. Or you could decide to hold a special Session 7 closing celebration with family and friends.

## What's in the Girl's Book?

*Pack a bag and join the quest! You'll find trails with friends and fun and all sorts of... well, we can't say what! After all, there's a mystery to solve! And, did we mention that special something Girl Scouts have always loved --- a bright and shining Brownie Elf?*

### ↔ **Welcome to the Brownie Quest**

Offers an overview of the quest, how girls will meet new friends, uncover the secret of ELF, search for three keys, and find out what they open!

### ↔ **The Quest's Two Trails**

Describes the two trails of the quest: The Trail of the ELF Adventure and the Trail of the Three Keys.

### ↔ **Part 1: Trail of the ELF Adventure**

Includes the details of this trail where girls will meet Brownie friends Campbell, Jamila, and Alejandra – and a very special elf who likes to ELF around. Soon they'll know what ELF really means (Explore, Link arms, and Fly).

### ↔ **Part 2: Trail of the Three Keys**

Includes the details of how girls will work with their Brownie friends in their community and explore the trail of the Three (Leadership) Keys, capitalizing on Brownies' natural curiosity.