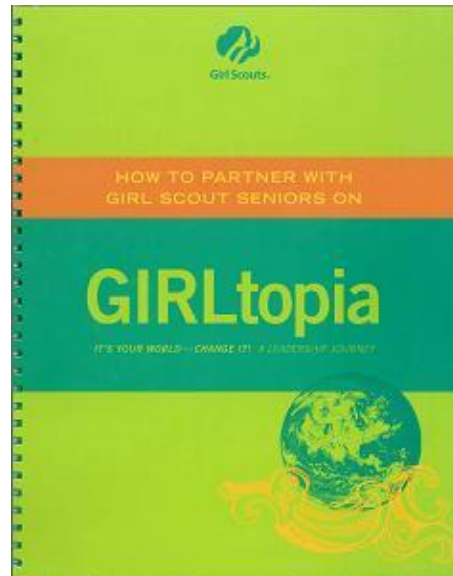
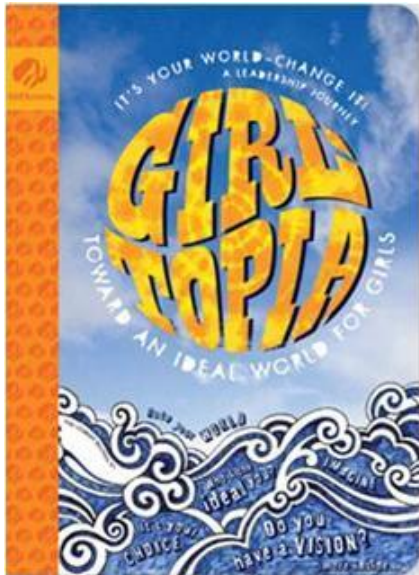


It's Your World – Change It! Leadership Journey



GIRLtopia **Senior Girl Scouts – Grades 9 & 10**

GIRLtopia is a leadership journey that invites girls to consider the reality of life for girls throughout the world. As girls take in this reality, they are invited to envision an ideal world – a society that consistently respects their needs, values, and interests. Through team discussions and reflective experiences, you will guide Seniors as they act as visionaries who can foresee a GIRLtopia. As the journey progresses, they will create a work of art to represent their ideal vision and then engage in a Take Action Project to move the real world one step closer to their idea.

What's in the Adult Guide?

Getting to GIRLtopia	This section reviews some facts about how imperfect our world is for many of today's girls throughout the world.
Toward the Senior Visionary Award	This section describes how the Senior Girl Scouts Visionary Award signifies that girls have a firm leadership foundation and is earned by completing three steps – Create It, Guide It, & Change It.
Take Action Planning Chart	This section provides coaching tips, to be used along with the tools in the girls' book, to guide girls in developing their Take Action project.
Scheduling the Journey	This section offers tips for talking with girls about how they want their journey to unfold.
Overview of the Girl's Book	This section provides a summary of how the girls' book is organized so that you can reference it as needed.
Sample Sessions at a Glance	This section provides an overview of the session design – see next page for more detail.
Choice: It's All Up to the Girls	This section offers suggestions for working with girls to add activities to the journey.
Family, Friends, and an Ever-Growing Circle	This section includes ideas for involving others in the journey activities.
Understanding Senior-Age Girls	This section describes characteristics of girls at this grade level and ideas for what works best in your partnership with Senior Girl Scouts.
What + How: Creating a Quality Experience	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.
Girl Scout Ceremonies and Traditions	This section reviews the importance of incorporating Girl Scout ceremony and traditions into your activities.
Health, Safety, and Well-Being	This section reviews the importance of providing a healthy and safe environment.
Understanding the Journey's Leadership Benefits	This section includes 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.
Your Perspective on Leadership	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.

The Journey Sample Sessions

The Sample Sessions in the adult guide contain the content as well as tips and suggestions for designing and delivering the journey program. Keep in mind that there's no "wrong way" to GIRLtopia.

The sample sessions suggest an order and a pace for completing the activities, but the Seniors might want to do it differently. Once you become familiar with the materials, you will be empowered to facilitate the girls in designing their preferred path through the journey.

Here is a summary of the goals of each of the sessions.

Sample Session	Goal of the Session
1 -- GIRLtopia: What's It All About?	Girls use positive values as the basis for thinking about how to make the world a better place.
2 – What's on Girl's Minds?	Girls develop cooperation and teambuilding as they further develop their visions of GIRLtopia and begin thinking about possible Take Action Projects by making plans to gather information.
3 – How's Our Community Doing for Girls?	Girls identify community needs as they continue to develop their visions of GIRLtopia and make a Girls' "Bill of Rights".
4 – Choosing to Take Action	Girls identify an issue that impacts girls, brainstorm the solution, and plan a Take Action Project that will move the world one step closer to their ideal.
5 – What Would You Do?	Girls practice ethical decision-making and continue to develop their critical thinking skills as they plan, carry out, and assess their creative and/or Take Action Projects.
6 – What Do Leaders Sound Like?	Girls refine their Take Action and/or creative GIRLtopia projects and explore leadership.
7 – How Will We Lead the Way?	Girls wrap up their "Create It" and/or "Change It" Projects and explore leadership.
8 – Do I Inspire You?	Girls share their GIRLtopia projects and celebrate the success of their Take Action Projects.

What's in the Girl's Book?

*Imagine a perfect world for girls.
Imagining is the first step to creating.
Make your vision a reality.
That's what leadership is all about.*

Welcome to the Journey

Presents GIRLtopia as an invitation to envision a perfect world – a utopia – for girls. When girls can envision a change, they can make it happen.

Your Guide to GIRLtopia

Summarizes what's in their guide and the choices that are theirs.

Why GIRLtopia?

Explains the need for a GIRLtopia and invites girls to create a vision of their perfect, girl-focused world through art or whatever they choose.

Discovering YOUtopia

Explains how girls will uncover the “you” in utopia, by getting to know their real self better than ever, and by exploring the “ideal” you – the best they can possibly be.

Connecting Toward GIRLtopia

Offers strategies for partnering with other girls on their GIRLtopia vision to build the network they need to make an ideal world for girls.

Taking Action on Your Vision

Supports Seniors as they plan, organize, and do a Take Action Project based on their vision.