# Brownie Journey Overview

| Title | Badges | Description<br>*All Journeys require a Take Action Project related to the Topic* | Community Resources |
|---|---|---|---|
| **It's Your Story—Tell It: A World of Girls** | | Find out about girls around the world and how stories can give you ideas for helping others; play a game from another culture, invite storytellers to talk about what they do, or draw a self portrait that shows what's unique about you. | • International Restaurant/Culinary School<br>• Agency/Marketing Firm<br>• Photography Studio<br>• Travel Agency<br>• Dance Studio<br>• Storyteller<br>• Library |
| **It's Your Planet—Love It: WOW! Wonders of Water** | | Explore the wonders of water by finding out more about its importance and how it's used around the world. Make informative posters, promote recycling at school or plant low-water gardens. | • County Soil and Water Conservation<br>• Water Purification/Treatment Plant<br>• Water Protection Organization<br>• Beach/Creek<br>• Reservoir<br>• Library |
| **It's Your World—Change It: Brownie Quest** | | Find out how to take care of yourself, your family, your Girl Scout sisters, and your community. Do an activity with your family to chart everyone's special talents, play games at your troop meetings to learn how to work together, or do a fun "clue hunting" activity to learn the Girl Scout Law. | • Girl Scout Council Office Tour<br>• Sporting Activity/Game<br>• Your Neighborhood<br>• Health Food Store<br>• Park |
| **Outdoor** | | Deepen your outdoor skills when you earn your Brownie First Aid, Hiker, and Cabin Camper Badges. | • Girl Scout Camp<br>• EMS/Paramedic<br>• Park Ranger<br>• Park |
| **Think Like a Citizen Scientist** | | Find out how citizen scientists make observations, collect data, and work with scientists to receive feedback on research. Do three citizen science activities: sharpen your observation skills through two observation games and a SciStarter Project. | • Science Teacher<br>• Science Center<br>• SciStarter<br>• Scientist<br>• I Spy |
| **Think Like a Programmer** | | Find out how programmers use computational thinking to solve problems. Do three computational thinking activities: find out about paper programming, create a functional suncatcher to explore algorithms, variables, and functions; and create a personal innovation to discover rapid prototyping. | • College Computer Science Department<br>• Software Application Developer<br>• Programming Website for Kids<br>• IT Specialist/Web Developer<br>• Computer Programmer<br>• Tech Museum |
| **Think Like an Engineer** | | Find out how engineers use design thinking to solve problems. Do three design thinking activities: design and build an assistive device, a water collection device, and a device that can launch a ball across a room. | • Engineering Website for Kids<br>• First Lego League<br>• Science Center<br>• Engineer |