## Junior Awards

Scale: 1 - I really really want to do this! to 5 - I would hate doing this!

## Bronze Award __ 1 __ 2 __ 3 __ 5

The Bronze award is the highest honor a Girl Scout Junior can earn. It requires you to learn leadership and planning skills that are necessary to follow through on a project that makes a positive impact on your community. Working towards this award shows that you are committed to helping others, improving your community and the world, and becoming the best you can be.

1. Go on a Girl Scout Junior Journey
2. Build your Girl Scout Junior team.
3. Explore your community.
4. Choose your Girl Scout Bronze Award project.
5. Make a plan.
6. Put your plan in motion.
7. Spread the word.

Journeys: Completing a leadership journey is the first step to earning the Bronze Award. Following are descriptions of each of the 3 journeys.


Basic Description: Discover how to use the "power of one" and the "power of team" to create the "power of community" that improves the world. There are 3 awards that you will earn throughout the journey. You will discover the skills that you have that make you a leader and how they relate to the GS law. You will also complete a take action project to help your community.
2. Get Moving $\qquad$ 1
2 3 4 5

Basic Description: In this Journey, you will learn about energy. Topics covered include calculating a carbon footprint, recycling and reusing, energy in nature, green building, energy audits, conserving energy in transportation. You will also complete a take action project to help your community.


Basic Description: On this Journey, you will explore all the roles available for women and girls. You'll imagine, create, and try-out new roles for yourselves. As you travel along this Journey, be open to trying out as many roles as possible. You may find that some roles you never even thought about are just right for you! You will complete a presentation about stereotype busting. I would like to knock the journey out with a Saturday meeting plus project time


I would rather spread out the journey and do a little bit at a time


My Promise, My Faith ___ 1 _ 3 __ 5
Earning this pin helps you explore how Girl Scouting and your faith offer similar ideas about how to act and how Girl Scouting can tie into your faith. Just choose a different line of the Law each year. This award is usually earned on your own.

1. Choose one line from the Girl Scout Law.
2. Find a woman in your own or another faith community.
3. Gather three inspirational quotes
4. Make something to remind you of what you've learned.
5. Make a commitment to live what you've learned.


When you sell Girl Scout Cookies, you'll get better at all the skills involved in running a business. All girls who participate in the Girl Scout Cookie Program are eligible to earn the annual Cookie Activity Pin, which recognizes the " 5 Skills" learned and practiced along the way.

1. Goal Setting
2. Decision Making
3. Money Management
4. People skills
5. Business ethics

## Global Action Award __ 1 _ 2 __ 3 _ 5

 When you earn this award, you'll learn more about how girls live around the world and do an activity to help girls who need it. You can learn, in a fun and educational way, about serious global issues affecting girls, young women, and their communities. You will in WAGGGS' international movement of 10 million girls who together are sowing the seeds of social change.Safety Award _ 1 __ 2 __ $\mathbf{3} 5$
The Safety Award Pin is earned by following a five step process for staying safe.

1. Find out the most common injuries for kids your age
2. Conduct an emergency evacuation drill
3. Find out how to read weather signs
4. Learn about bicycle safety
5. Go on a hazard-identification walk

## Junior Aide Award __ 1 __ 2 __ 4

You can earn your Junior Aide award by making and completing a plan to guide Girl Scout Daisies or Brownies on one of their Journeys.

1. Get Ready - talk with an adult volunteer about becoming a Junior Aide. With their help, find a group of Girl Scout Daisies or Brownies you can work with.
2. Get Set - Talk to the volunteer who guides the group of younger scouts. Find out what you can do to help out. Help with activities that you plan for at least three meetings.
3. Go! - Meet with the younger girls. Partner with an adult to guide the activities you choose.

## Badges:

Drawing Badge _1
1 -_ 2 $\qquad$
$\qquad$ 4 $\qquad$

1. Draw a still life 3 different ways
2. Learn about shading
3. Use perspective
4. Get into graphic art
5. Host an art show, gallery night, scrapbook

Practice with a Purpose ___ $\mathbf{1} 3$

1. Talk to a coach, trainer, or pe teacher about goals
2. Month of practice for endurance. Run/dance/workout routine
3. Build your strength: older girl, expert or online video
4. Get a drill from a coach, drill with a friend, or find a drill online
5. make a practice schedule - endurance, strength and drilling - and do it for 1 month. Afterwards talk with someone about your results, write a top 10 list, or make a short video

Inside Government
1
2 3 4 5
 who lived in another country.
2. Visit a branch of government, interview an elected official, chart the government
3. Hold a mock vote, list laws that affect you, laws you might propose in the future
4. Report on a government meeting, follow local news for 1 week, talk to a local historian
5. Plan a campaign, work on someone else's campaign, create a pamphlet or poster.

Simple Meals
1
2
3 4 5

1. Tour a professional kitchen, invite a cook to a meeting, tour a kitchen
2. Make 5 school day breakfasts, an egg dish for your family, or one large weekend breakfast
3. Lunch/Dinner: use flatbread, make an international sandwich or pocket food
4. Dessert: make a new dessert, make a dessert healthier, or holiday dessert
5. Make a salad meal, soup/stew/or one pot, or 3 dishes for 1 meal

First Aid
1
2
3


1. Learn the first steps in an emergency: make posters, a skit or a video
2. Talk to EMT/firefighters/police, or visit an Emergency Room
3. Make a $1^{\text {st }}$ aid kit for your backpack, glove box, or a personal kit
4. Urgent First Aid issues: do a panel discussion, research or visit an ER
5. Take care of someone who is sick: read about illnesses and treatment, go to a medical clinic, talk to family to see what made them feel better

Girl Scout Way ___ $\mathbf{1} 3$

1. Songs: learn lift-the-spirit songs, ceremony, or message songs
2. GS Birthday; plan a party, pretend you are one of the original Girl Scouts, help a younger group plan a ceremony
3. Sisterhood: Create a time capsule, create a scout's own ceremony for sisterhood, look at different badges across time
4. Better place: improve a park, help with a neighborhood problem, or create a walking tour of your community.
5. Traditions: learn about traditions, create a game about traditions, start a Dez chain story

Flowers
1 2 3

4

1. Identify 5 flowers in your town, place a flower, talk to a real botanist
2. Dye a flower, observe a flower's scent, learn about flower families
3. Learn about the cycle of flower to fruit, using flowers in healing, aromatherapy
4. Make a lei, dried flowers, fake flowers
5. Learn the code of flowers: make a bouquet, corsage or flower arrangement

Business Owner
1
2
3 $\qquad$
5

1. Talk to people or read about businesses you might like to start
2. Shadow a business owner, interview them on the phone, or invite an expert speaker
3. Learn about loan officers, chambers of commerce, and the Small Business Administration
4. Take the customer service pledge, learn about companies that are famous for service, invite an expert to talk
5. Consumer research: pitch your pretend business, conduct a focus group, do a survey

Savvy Shopper __ 1 _ 2 _ 3 _ 4

1. Explore needs vs wants: go on a home tour, make a collage, take a survey
2. Log wants, watch trends, think about past wants
3. Talk to family about satisfaction after a major purchase, trade stories of your own, or research customer reviews online.
4. Decision making; go to the mall, grocery store shopping, scavenger hunt
5. Planning: help with a family purchase, plan for cookie money, plan for the future

Staying Fit
1
2 __ 3
4

1. Start 30 minutes of aerobic activity, take more steps, exercise while watching TV
2. Nutrition: learn about labels, brainstorm nutritious foods, nutrient scavenger hunt
3. De-Stress: journal writing, help a friend, create a stress free zone
4. Health facts: research online, talk to a health professional, find an ad and see if the claims are true.
5. Fit Family: Create a menu and help prepare it, do an active family activity, have a family check-in night.

Digital Photography ___ 1 _ $\mathbf{2} 4$

1. Expert: talk to a local photographer, camera store, or teach yourself
2. Take 10 pictures of friends, pets or landscapes
3. Edit 3 photos: fix something, change something, add something
4. Project: create a collage, panoramic photo, make a gift
5. Share: create a digital album, art show, or online photo journal

Musician 1 _ 2 _ 3

1. Find out about 3 instruments, be a conductor, or move to different kinds of music
2. Learn about songs from 3 countries, 3 composers or 3 national anthems
3. Community: take a music poll, attend a live performance, learn about a musical job
4. Make a simple instrument, compose a song, or make up lyrics
5. Create a performance, perform in an event, add to skills that you already have.

Entertainment Technology $\qquad$ 1

1. Animation: make a flip book, stop action movie or thaumatrope
2. Video game development; use a free program, go to an interactive site, or talk to a developer
3. Thrill rides: make a roller coaster with a marble and foam tubing, make a catapult, or make a centrifugal force experiment
4. Special effects: learn about green screens, makeup artist or 3-D glasses
5. Sound wave: acoustic experiments, elephant hike, or make a ringtone

Scribe
1
2
3
4 $\qquad$

1. Poem: make a haiku and limerick, a sonnet or a free verse poem
2. Short story: cam be a mystery, humor or adventure
3. Autobiography: favorite girl scout moment, memorable day or an adventure
4. Write an article: interview, news story or "round up" article
5. Essay: favorite animal, book or place you would like to go

Geocacher ___ $\mathbf{1} \mathbf{2} 3$

1. Visit the website, have a guest speaker, attend an event
2. Use GPS to find coordinates, hide something, go on a photo hunt
3. Make trade goods: girl scout items, jewelry, or personal items
4. Go on an advanture: hike, multi-cache, or theme
5. Create a travel bug: start one, do a Girl scout travel bug, or track an existing bug

Animal Habitats ___ $\mathbf{1} 3$

1. Watch a tame animal, make a skit about animals at camp, or list wild animals in the area
2. Investigate at a zoo or sanctuary, in your area, or make a collage
3. Animal house: learn about baby habitats, make an animal house, nesting
4. Endangered habitats: Arctic Circle, Gulf of Mexico, Amazon rainforest
5. Protect habitats: have an awareness costume party, make a backyard habitat, or clean up an animal habitat

Playing the Past $\mathbf{1} \mathbf{2}=\mathbf{3}$

1. Who Are You? Pick a time period, and write a diary, write a speech or play 20 questions
2. 2. Make a period outfit, accessories, or sketch an outfit
1. Daily Life: Try a period chore, make a meal, or make a model of a house
2. Listen to music, play games, or view artwork from your time period
3. Make an event, host a living history party, or attend a history event

Product Designer ___ $\mathbf{1} 3$

1. Choose a product and make a callout chart from school, home or a hobby
2. Observe someone using the product, interview someone about it, or photograph its use
3. Improvements: observe steps of use, draw the product, analyze a group of products
4. Change: Mess the product up worse, fix the problem, or come up with other ways
5. Draw the product with changes, develop a prototype, or change the actual product

Social Butterfly 1 2 3

1. Conversations: Learn about conversation starters, talk to experts, or make a poster with 10 tips
2. Manners: brainstorm good manners, set the table properly, learn about foreign table manners
3. Find out traditions for weddings, funerals, or coming-of-age ceremonies
4. Give thanks: thank the host, make a thank you note, or gift
5. Hold a Party: with other girl scouts, friends and their parents, or everyone in your class

Camper 1 2 3 4 5

1. Planning: talk to an expert, go to an outdoor store, look at maps for camp sites in the area
2. Skills: knots, map and compass/GPS, campfire
3. Cooking: one pot meal, foil meal, stick meals
4. Create a leave no trace skit, start a journal, go on a new adventure
5. Night: plan a campfire ceremony, do a night watch, play flashlight tag or have a night hike

Jeweler ___ $\mathbf{1} \mathbf{2} 3$

1. Learn about tools: visit a jewelry store/artist, go to a museum, talk to an expert
2. Metal: make a chain loop necklace, pendant or twisted wire earrings
3. Make a bead bracelet, 2 necklaces, or native jewelry
4. Culture: make a friendship ring, animal jewelry, Egyptian name pendant
5. Gift: make jewelry for a friend, girl scout, or family member

Gardener __ 1 _ 2 _ $\mathbf{3}$

1. Visit an outdoor garden, an indoor garden or a landscaped garden
2. Design a dream garden, a surprise garden, or a mini Zen garden
3. Choose plants by hardiness zone, different starting ways, seasonal blooms
4. Seed experiments: using soil, water, and sunlight
5. Create an outdoor garden, an indoor garden or a community garden

Detective __ $\mathbf{1} 2$ __ $\mathbf{3} \mathbf{3}$

1. Observation: recall details from online, in a room, or walking home
2. Codes: learn about classic codes, create a code, or make invisible ink
3. Fingerprinting: study 3 sets of prints, make an identity card, get fingerprinted
4. Study 3 types of evidence, learn about DNA, study handwriting
5. Real mystery: Go on a clue hunt, sketch a scene and label the clues, do 3 online mysteries

Independence ___ 1 _ 2 ___ $\mathbf{5}$

1. Transportation: learn about safety on your bike, car, or public transportation
2. Clothes: learn about doing laundry, sewing or closet organization
3. Break a bad habit from school, home or with friends
4. House: learn about plumbing, do dance-cleaning, create wall hangings
5. Stay home alone, run an errand, or go out with a friend

## Service Projects

There are lots of different types of service projects that we can do, and Girl Scouts should be all about service and giving back. What kind of service projects would you be interested in?

1. Singing Christmas carols or other holiday event at nursing homes.
_ 1 _ 2 _ 3 _ $\mathbf{3}$
2. Collecting items for people who need them (school supplies, coats, etc.)
$1 \quad 2$
2
3
4
5
3. Serving food and helping out at events for the community, veterans, etc.
__ 1 _ 2 _ 3 _ 5
4. Make things for others - animal treats, crafts for the elderly, blankets for children
1 _ 2 _ 3 _ 4
5. Cleaning up a natural area, park, or helping to make new trails.
_ 1 _ 2 _ 3 _ 5
6. Host a badge day or event for a younger troop.
$\qquad$ 12 $\qquad$ 3
4
$\ldots 5$

Any other ideas for service projects? What do you want to do? Who would you like to help?
$\qquad$
$\qquad$

Field Trips and Activities


What else would you like to do?
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$\qquad$
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$\qquad$
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## Outdoor Skills

1. Fire Building: Practice fire building skills and make more campfires

1 _ 2
2 _ 3
$3 \quad 4$
$4 \quad 5$
2. Outdoor cooking: learn to cook more on a fire than just s'mores and hotdogs 1 _ 2 _ 3 _ 4
3. Learn to use a real compass 1 __ 2 __ 3 __ $\mathbf{3}$
4. Learn to read a map and find your way with a map and compass
_ 1 _ 2 _ 3 _ $\mathbf{3}$
5. Learn survival skills and how to make things from nature 1 _ 2 _ 3 _ 4
6. Teach a younger troop about outdoor skills
7. Learn real first aid and what to do in an emergency? 11

2 _ 3 3 _ 4
_ 5

## Traditions:

Would you rather:
$\qquad$ Have a Juliette Gordon Low party (Her birthday is on Halloween)? OR
___ Learn about her and Girl Scouts a little bit over several meetings?
Would you rather:
____ Learn a new song every couple of meetings or so? OR
___ Have a meeting or two where we just learn new songs?
Would you rather:
$\qquad$ Learn some more traditional skills that Girl Scouts have learned over the years? (Like Morse code, sewing, shelter building, etc.)
$\qquad$ Learn more modern traditions?
$\qquad$ Both sound like fun.

## Science, Technology, Math

1. Would you like to have a science day where you visit different stations and learn about different kinds of science experiments and technology?
$\qquad$ Sounds like fun $\qquad$ Only if it's for a badge $\qquad$ No thanks.
2. Would you like to do more science experiments during meetings?
$\qquad$ Sounds like fun $\qquad$ Only if it's for a badge $\qquad$ No thanks.
3. Would you be interested in learning about robotics?
$\qquad$ Sounds like fun $\qquad$ Only if it's for a badge $\qquad$ No thanks.
4. Do problem solving exercises and learn to figure things out for yourself?
$\qquad$ Sounds like fun
Only if it's for a badge $\qquad$ No thanks.
5. Learn about the night sky (meteors, constellations, stars, etc.)
$\qquad$ Sounds like fun $\qquad$ Only if it's for a badge $\qquad$ No thanks.
