



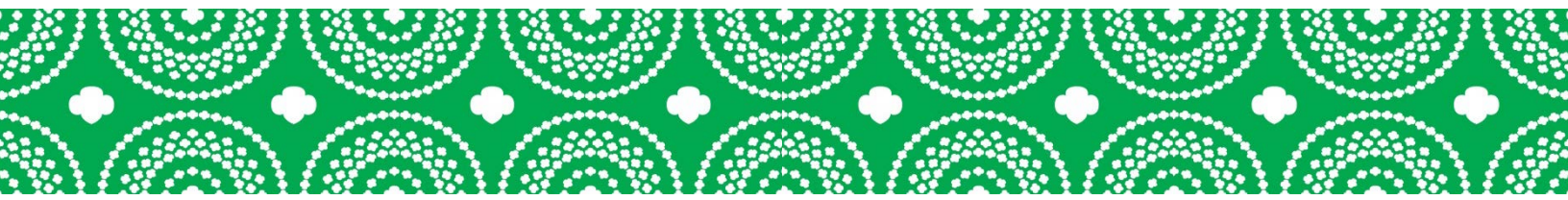
Valero Energy Foundation



Girl Scout Daisies

Girl Scouts of Southwest Texas
811 North Coker Loop
San Antonio, Texas 78216
(210) 349- 2404 or 1-800-580-7247
www.girlscouts-swtx.org

To learn more about Valero Energy
Foundation and their mission, visit
www.valero.com





About

[Valero Energy Foundation](#)'s story is unique in corporate America. Named for the mission San Antonio de Valero, the original name of the Alamo, Valero Energy Foundation was created on January 1, 1980, as the corporate successor to LoVaca Gathering Company, a subsidiary of the Coastal States Gas Corporation. Valero Energy Foundation is the direct result of a \$1.6 billion settlement approved unanimously in 1978 by the Texas Railroad Commission, the state's natural gas regulatory agency, which ended more than 6 years of litigation brought against Coastal by its municipal gas customers who claimed they had been overcharged for natural gas.

Valero Energy Foundation's natural-gas transportation business diversified in the mid 1980's when the company purchased a 50% interest in a Corpus Christi, Texas, refinery owned by Saber Energy. The operation began as nothing more than a vacuum unit and crude unit on a humble plot of land near the Corpus Christi Ship Channel, but in the years that followed Valero Energy Foundation assembled its "Refinery of the Future" and added 16 more refineries to the fold starting in 1997. Through these acquisitions, the company also branched into retail and wholesale markets and continues to operate under the Valero Energy Foundation, Diamond Shamrock, Shamrock, Ultramar, and Beacon brands.

Today, Valero Energy Foundation proudly has a work force of approximately 10,000 employees and maintains a refining output capacity of 3 million barrels per day. The company is a [Fortune 50](#) company, still based in its hometown of San Antonio, and is North America's largest independent refiner. Valero Energy Foundation is also a leading ethanol producer with 11 ethanol plants in the Midwest and a combined capacity of 1.3 billion gallons per year. Valero Energy Foundation also operates a 33 turbine wind farm near its McKee Refinery in Sunray, Texas.

Valero Energy Foundation maintains a strong commitment to safety and stands as one of the most recognized refiners within the federal OSHA Voluntary Protection Program (VPP). The company demonstrates its commitment to excellence in occupational safety and process safety through an intensive, detailed Commitment to Excellence Management System. And it continues to be recognized among the world's top refining and marketing companies, and among the nation's best employers.

In the community, Valero Energy Foundation is proud of its legacy of support and positive outreach through an international network of Volunteer Councils. Valero Energy Foundation Volunteers proudly dedicate more than 136,000 volunteer hours to community outreach annually. Special missions on behalf of the United Way, the National Multiple Sclerosis Society, Wounded Warriors and countless children's charities are a source of pride and motivation for every Valero Energy Foundation employee. Valero Energy Foundation, its employees and its philanthropic organization – the Valero Energy Foundation Energy Foundation – annually generate more than \$38 million to support worthy charities or causes, through direct donations or fundraising, to improve the lives of those living in communities near Valero Energy Foundation operations.

Valero Energy Foundation proudly carries its legacy of strength and stability in the refining industry and into each community touched by its operations. Through the years, the company has amassed a family of employees from virtually every corner of the energy business. Their expertise and dedication continue to make Valero Energy Foundation a competitive partner in the global energy industry.

Girl Scouts of Southwest Texas & Valero Energy
Foundation are proud to bring to you the...
Valero Energy Foundation
STEM Patch Initiative



The need for skilled science, technology, engineering and math (STEM) professionals is ever-growing. Though traditionally male-dominated, women are having a greater impact in these areas than ever before. In this initiative girls will push boundaries, test limits and look at the world through inquisitive eyes. Whether they're building a robot, learning the needs of a car's engine or creating a chemical reaction, girls are moving forward into the future.

Girl Scouts of Southwest Texas and Valero Energy Foundation are proud to announce the Valero STEM Patch Partnership. In hopes to spur creative problem solving in our everyday lives, Girl Scouts of Southwest Texas and the Valero Energy Foundation are coming together in the Valero STEM Patch Partnership.

Girl Scouts who complete the Valero Energy Foundation Curriculum can work on a variety of projects, everything from engineering paper helicopters to learning about speed and friction.



Steps to Earn the Valero Energy Foundation's STEM Patch

Girl Scouts is the premier girl leadership development program—girls have fun with a purpose! All activities are girl-led and girls should decide what activities to complete when earning a Business Patch Initiative (BPI) patch. In the spirit of Girl Scouting, girls may choose to participate in activities that are not listed in the booklets and/or supplements. If girls complete the minimum required number of activities based on the theme of the BPI, they have earned the BPI patch. For more information, contact Larissa Deremiah at lderemiah@girlscouts-swtx.org.

Step One:

1. Read through the Activities
2. Think about what you would like to do
3. Choose 3 out of the 4 Units
4. Complete 2 Activities from the 3 Units you chose (total 6 activities)

Step Two:

1. Complete the [Business Patch Initiative \(BPI\) Evaluation](#)
2. For more information, contact:
Girl Scouts of Southwest Texas
ATTENTION: Program
Phone: (210) 319- 5775
Toll Free: 1-800-580-7247
Fax: (210) 349- 2666
lderemiah@girlscouts-swtx.org



Step Three:

1. Receive your Valero Energy Foundation's STEM Patch!



The Girl Scout Leadership Experience

Girls at every level of Girl Scouting participate in the “*leadership experience*.” A *leadership experience* is an exciting way of working with girls in a series of themed activities focused on building leadership skills. By enlisting the three keys to leadership (*Discover, Connect, and Take Action*) girls learn that they can take the lead to make a difference in their community and the world. The three keys are at the heart of the Girl Scout philosophy of leadership:

Discover

Girls understand themselves and their values and use their knowledge and skills to explore the world.

Connect

Girls care about, inspire, and team with others locally and globally.

Take Action

Girls act to make the world a better place.

It’s not just “what” girls do, but “how.” When girls are engaged that creates a high-quality Girl Scout leadership experience. All Girl Scout experiences are built on three processes (*Girl-Led, Cooperative Learning, and Learning by Doing*) that make Girl Scouting different from school and other extra-curricular activities. When used together, these processes ensure the quality and promote the fun and friendship so integral to Girl Scouting.

Girl-Led

Girls play an active role in the planning and implementation of activities while adults provide age-appropriate facilitation, ensuring that planning, organization, set-up, and evaluation of all activities are done jointly with the girls.

Cooperative Learning

All members of a group work together towards a common goal that can only be accomplished with the help of others.

Learn by Doing

A “hands-on” learning process that engages girls in cycles of action and reflection resulting in deeper understanding of concepts and mastery of practical skills.

When Discover, Connect, and Take Action activities are girl-led and involve learning by doing and cooperative learning, girls achieve the desired and expected leadership outcomes ultimately resulting in Girl Scouting achieving its mission:

Building girls of courage, confidence and character, who make the world a better place.



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Table of Contents

UNIT	ACTIVITY	PAGE
Science	What Would Happen If...	9
	What's in the Bag?	10
	Dye-Tie Butterflies	11
Technology	Making the Computer Work	13
	Be Prepared!	14
	Medicine Dropper	15
Engineering	Shapes	17
	Paper Copter	18
	Marshmallow Challenge	19
Mathematics	Cool Ways to Count	21
	My Numbers	22
	Obstacle Course	23
More Information		26



SCIENCE

Science: What Would Happen If...

This game allows girls to practice scientific inquiry skills, such as predicting, observing, testing, and collecting data. Encourage girls to come up with their own “What would happen if...” questions.

Materials: Number and variety of materials is contingent on the number and desires of the girls. You will need materials that will demonstrate a variety of physical properties.

1. Feather
2. Glass of water
3. Rock
4. Rubber band

Directions: Girls should be able to make guesses about the materials, then experiment with the materials to find out if their guesses are correct. Here are some sample questions that the girls may ask before making observations to find answers.

1. What would happen if I put salt in water? Would it dissolve?
2. What would happen if I put a rock in the water? Would it float or sink?
3. What would happen if I put a cork in the water? Would it float or sink?
4. What would happen if I put a ball at the top of a ramp or slanted board?
5. What would happen if a feather was held in the palm of my hand on a windy day?
6. What would happen if I held a rock in the palm of my hand on a windy day?
7. What would happen if I placed my hand in a bowl of water?
8. What would happen if I wore rubber gloves and placed my hand in a bowl of water?

Teachable Moment:

There are some skills that are very important to scientists. Girls build these important scientific inquiry skills through activities that they may practice at home or in a troop/group setting. Practicing these skills can be fun and can make you a better scientist. In biology, scientists classify living things into groups that are related to each other.

Alternate Activities:

[What is the Scientific Method?](#)

[Gummy Bear Lab](#)

[Candy Hearts Experiment](#)

Science: What's in The Bag?



This game allows girls to practice scientific observation skills, especially using empirical data to analyze and identify objects. Encourage girls to come up with their own classification chart for the objects.

Materials: Number and variety of materials is contingent on the number and desires of the girls. You will need materials that will demonstrate a variety of physical properties.

1. Paper bag (1 per pair of girls)
2. Objects you may find in nature, such as rocks, twigs, leaves, shells, bark, cones, etc.

Directions: Girls should be able to heighten their sense of touch and practice language skills.

1. Place 2 to 4 objects in each bag, try to use different objects for each bag,
2. Ask the girls to take turns feeling the objects in the bag.
3. Have the girls describe how each object feels. Encourage girls to use words like smooth, rough, spikey, fuzzy, etc.
4. Let the girls guess what each object is and then have them open up the bags to see if they guessed correctly.
5. If time permits, have the girls exchange the bags and try another round.

Teachable Moment:

Scientists use empirical evidence (observed and recorded data or information) gathered through use of all 5 senses: sight, sound, smell, taste, and touch. This empirical evidence helps scientists to sort and classify living and nonliving things. You are a scientist every day when you pick out what clothes to wear based on the weather outside or decide to eat your lunch because you determine that it is delicious.

Alternative Activities:

[Sound Sense](#)

[The Nose Knows](#)

[Mapping the Tongue](#)

Science: Dye-Tie Butterflies

On the first day of this 2 day activity, girls use coffee filter paper to observe capillary action. As a result, they discover the hidden colors in ink. On the second day, they use the dyed filter paper and pipe cleaners to fashion colorful paper butterflies. Girls may experiment with other marker colors to see more hidden colors!

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. White coffee filter paper
2. Newspaper
3. Black, water soluble marker
4. Plastic plate
5. Paper cup with water
6. Pipe cleaner (6 inches in length)

Directions:

1. Cover the workspace with newspaper to avoid a mess.
2. Draw 6 to 8 dots on the white coffee filter paper using your black marker.
3. Place the white coffee filter paper on the plastic plate.
4. Dip one finger into the water and slowly drop 1 drop of water at a time onto each black dot. Slowly continue to drop water until the whole filter is damp, but not sopping wet.
5. Watch what happens as the water travels away from each dot through the paper.
6. Leave the filter to dry.
7. On the second day, pinch the filter paper in the middle and twist it once to form a bow.
8. Fold a pipe cleaner in half and wrap 1 end around the pinched section of the filter paper to form the body of the butterfly. The second end will be the antennae.
9. To form the antennae, twist the 2 end of the pipe cleaner once.
10. Girls may wish to glue a magnet to the underside of the butterfly to make a refrigerator magnet!

Teachable Moment:

Our eyes react to different shades of light, and what we determine as colors are different wavelengths of light. When we say an object is a certain color, it is because it is reflecting more of a certain wavelength light. For example, red objects reflect "red" light, or light with a longer wavelength (lower frequency) better than other types of light. So, we determine the color by the primary type of light the object reflects (or emits if it is a light).

Alternative Activities:

[Color Theory Play Dough](#)

[Magic Milk Painting](#)

[Liquid Rainbow](#)



TECHNOLOGY

Technology: Making the Computer Work

Learning how to use a computer is fun. The computer can help bring your ideas to life with words, pictures, colors, and numbers. You need to take care of your computer by keeping it safe from food and spills. This activity will help teach girls about using a computer for the first time.

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. Parent/guardian permission
2. Computer

Directions:

1. Ask an adult to teach you how to turn on a computer and start a program that you would like to use.
2. Learn how to use a mouse to make the computer do the jobs that you want it to do.
3. Learn about USB's and other data storage devices; pay close attention to handling and cleaning these devices.
4. Create a personal folder on the computer and learn how to save your documents in the folder; be sure to label each document.
5. Print a document that you created.
6. Ask an adult to teach you when and how to turn off a computer.

Teachable Moment:

Technology and the computer is a perfect opportunity to learn by doing. Write your own stories, create a fun party invitation, design a presentation for your parents; the possibilities are endless! The important thing to remember is that a computer is a resource that is used in everyday life and achieving computer literacy will help you become a better student and help you achieve your dreams. Always ask a parent/guardian to help you learn about a computer, applications, and programs.

Alternative Activities:

Download an app and play! (preferably an age-appropriate math game)

Draw a picture on a tablet

[Internet Safety Pledge](#)

Technology: Be Prepared!



The computer is not only a useful tool; it also opens a door to cool places, new ideas, and tons of information. “Be prepared” is a great motto for learning about technology and the internet. Always ask a parent/guardian to help you learn about a computer, applications, and programs. Don’t forget to take the Internet Safety Pledge before beginning this activity.

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. Parent/guardian permission
2. Computer

Directions:

1. With an adult as your partner, learn to use an internet browser.
2. In the address slot, type in the address of the Girls Only website: forgirls.girlscouts.org.
3. The address tells your computer exactly where to go.
4. Next, with your adult partner, find an activity that interests you.
5. Read and discuss the activity with your adult partner.
6. Download an activity and save the activity to your computer.

Teachable Moment:

[STEMConnector](#)TM is a nationwide collaboration of companies, nonprofit associations and professional societies, STEM-related research and policy organizations, and academic institutions concerned about the plight of STEM education in the United States. [STEMConnector](#)TM is designed to link “all things STEM by constructing a comprehensive Web Site that provides connections to national, state, and local STEM entities and their own content through a variety of search tools.”

Alternative Activities:

Create a homemade Kaleidoscope (labs and videos may be found online)

[I Can Be... Game](#)

[The Honey-Bee-Bop](#)

Technology: Medicine Dropper

Girls will learn that science is everywhere, even when they do not notice. Straws can be a fun and easy way to explore the science that surrounds us all; straws can be medicine droppers, atomizers, and sometimes straws can show us that science can be like magic!

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. 1 glass of water
2. 1 empty drinking glass
3. 1 straight drinking straw

Directions:

1. Place the straw into the glass of water.
2. Hold a finger over the top of the straw.
3. Lift the straw from the water with your finger still covering the top.
4. Hold the straw over the empty glass.
5. Remove your finger from the top of the straw.
6. Experiment with releasing the water from the straw by slightly raising and lowering your fingertip from the top of the straw until you have mastered the art of the Straw Medicine Dropper!

Teachable Moment:

Your finger on top of the straw lessens the pressure of the air from above the straw. The greater the pressure of air under the straw holds the water inside the straw. Pressure is a force exerted by the substance per unit area on another substance. The pressure of a gas is the force that the gas exerts on the walls of its container. When you blow air into a balloon, the balloon expands because the pressure of air molecules is greater on the inside of the balloon than the outside. Pressure is a property which determines the direction in which mass flows. If the balloon is released, the air moves from a region of high pressure to a region of low pressure.

Alternative Activities:

[Soda Straw Rocket](#)

Make Musical Straws (labs and videos may be found online)

Watch a video about one of the [KSC Science Careers](#)



ENGINEERING

Engineering: Shapes

The world is full of shapes! Shapes build planes, trains, and automobiles. The ability to identify shapes is a foundational mathematical skill, and being able to use shapes to create strong buildings is what engineering is all about. Understanding shapes will help you tune in to the world around you and make connections between important objects and inventions.

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. Paper
2. Scissors
3. A ruler
4. A pencil

Directions:

1. Have someone help you trace or draw different shapes inside of a square piece of paper.
2. Cut out the shapes by cutting the lines on the paper.
3. Try to remake the square by putting your shapes back together.
4. Try to make other patterns and designs using your shapes.
5. Build a house using your shapes!

Teachable Moment:

One of the most important skills necessary for shape, letter, and number identification is visual perception. Visual perception is what allows you to tell the difference between a square and a rectangle, an oval and a circle, or a letter “C” and a letter “O.” Test your visual perception by observing what is the same and what is different between a triangle and a star!

Alternative Activities:

Origami Cat (instructions and videos may be found online)

Make your own Jigsaw Puzzle (you can even use online apps and family photos!)

Find different shapes in nature (turn this into a fun scavenger hunt)



The wind can create a gentle breeze or make a powerful hurricane. An airplane couldn't fly without the wind blowing over its wings. In this activity, have fun using the wind to create your own helicopter. Helicopters use whirling blades to move through the air; experiment and see how this works!

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. A piece of paper
2. A paper clip
3. Scissors
4. A pencil

Directions:

1. Trace the helicopter pattern onto a piece of paper.
2. Cut along the solid (not dotted) lines.
3. Fold the 2 helicopter blades in opposite directions along the dotted line.
4. Fold the sides of the helicopter toward the middle along the dotted lines.
5. Fold the bottom part of the helicopter up along the dotted lines.
6. Attach the paperclip to the very bottom of the helicopter.
7. Throw the helicopter into the air and see it whirl!
8. Can you make it faster or slower?

Teachable Moment:

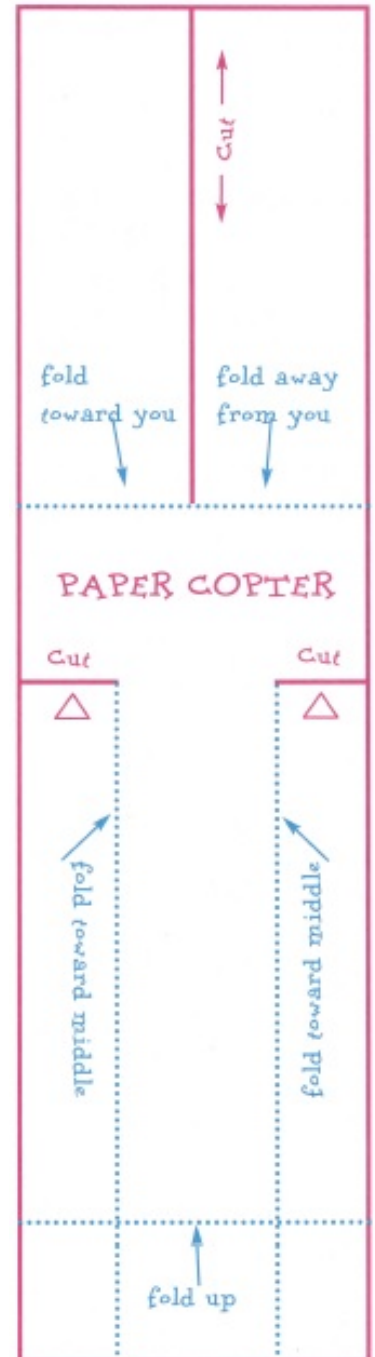
Helicopters are amazing flying vehicles! You might think they're similar to a plane, but they can do a few special things that a plane cannot. A plane can move forward and turn left and right, but a helicopter can back up and hover (stay still while flying). A helicopter can also take off and land without a runway. The secret to the helicopter's flight is the rotor, which is the pair or group spinning blades on top of the helicopter. They are angled, like the blades of a ceiling fan. As they spin and cut through the air, they push the air downward, which causes the helicopter to go up.

Alternative Activities:

Pinwheel (instructions and videos may be found online)

[Ring Glider](#)

[Add color to flowers!](#) (how can you use transpiration?)



Engineering: Marshmallow Challenge

You'll love engineering and building your own structure based on your own unique design using delicious marshmallows. Being resourceful with your materials is a skill that will take you beyond building into the world of engineering. Choose how you want to explore this challenge and impress your friends as a master engineer!

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. A bowl of large marshmallows
2. Toothpicks

Directions:

1. Using the toothpicks and marshmallows, build the tallest tower you can.
2. How tall is your tower?
3. Using the same toothpicks and marshmallows, build a bridge.
4. Test out your bridge by stacking small objects on top of the bridge.
5. How can you make your bridge stronger?
6. Build a sphere with your materials.
7. How was building a sphere different from the tower and the bridge?

Teachable Moment:

Use your scientific inquiry skills by experimenting with your materials. Trial and error is an important process in experimentation. Make observations about what works and what doesn't work when building your structures. Compare your observations with your friends. Try attaching your structure to the structures of other girls in your troop/group.

Alternative Activities:

Building Without Blocks (use different materials to build a house or bridge)

[How Does a Pulley Work?](#) (watch this short video and try to make your own!)

[Fun Ways to Roll a Can!](#)



MATHEMATICS

Mathematics: Cool Ways to Count

Did you know that you use math every day? When you count money, or measure your height and weight, or tell time, you are using math. This activity will help you become more comfortable with using numbers and counting in real-life experiences.

Materials: No materials are necessary, please feel free to have girls be creative and make their own number line! Number and variety of materials is contingent on number and desires of girls.

Directions:

1. Sing 1 song.
2. Name 2 friends.
3. Blink your eyes 3 times.
4. Spin around 4 times.
5. Collect 5 leaves.
6. Draw 6 smiling faces.
7. Clap 7 times.
8. March in place 8 times.
9. Look for 9 different colors.
10. Hold up 10 fingers.
11. Make your own Cool Ways to Count list!

Teachable Moment:

Counting is more than just memorizing the order of the words! Counting is understanding that numbers correspond to quantity, meaning 5 is always greater than 2. Make a number line or chart using found objects or pictures to help you remember what numbers mean.

Alternative Activities:

Number Hike (create your own numbers-themed scavenger hunt!)
Create your own Numbers Collage and share with friends

[Vegetable Planting](#)



Numbers are used to tell many things about you. How many toes do you have? How tall are you? How old are you? Use this activity to make a My Numbers poster and share with your friends. Discuss what numbers you have in common with your friends. Ask your family to add their own numbers to your poster!

Materials: Number and variety of materials is contingent on the number and desires of the girls.

1. Poster board
2. Markers
3. Construction paper
4. Newspapers and magazines
5. Scissors
6. Glue

Directions:

1. Think about what numbers describe you.
2. Using the newspapers and magazine, identify the numbers that describe you and cut them out.
3. You may also draw or cut out the numbers that describe you by using the construction paper.
4. Glue these numbers to your poster board.
5. Write down what these numbers describe about you.

Teachable Moment:

Use your logical reasoning skills to sort and classify the numbers that describe you. Sort the numbers by size, shape, color, or by any other way that you can imagine. Explain how you sorted the numbers. Label the different groups of numbers; labeling these groups is classifying the numbers. Sort and classify the numbers in different ways and share your process with your friends.

Alternative Activities:

Number Bingo (worksheets and examples may be found online)
Color by Numbers (worksheets and examples may be found online)

[Make Veggie Patterns](#)

Mathematics: Obstacle Course

Put your math skills to the test with a fun physical activity. Using obstacles such as tires, boxes, chairs, and tables placed around the room or yard, create a special obstacle course. Practice following directions and become aware of boundaries in space, estimate the number of paces it will take to get from one obstacle to another.

Materials: No materials are necessary, please feel free to have girls be creative and build their own obstacle course! Number and variety of materials is contingent on number and desires of girls.

Directions:

1. Using obstacles available inside or outdoors, create an obstacle course.
2. Estimate the number of paces it will take to make it from one obstacle to another.
3. Include actions for each obstacle.

EXAMPLE: take 10 steps to your right, take 5 steps backwards, walk around the chair, crawl under the table, take 10 steps to your left, welcome to the end of the obstacle course

4. Make your own rules for your obstacle course, such as if someone does not take the right number of steps then they must start over.

Teachable Moment:

Mathematics is the foundation of science and technology. Everyone needs mathematics in order to function in society and the world of work. Take this opportunity to explore, discover, analyze, and apply mathematics. Be prepared to function in a global society through the use of problem solving, communication, and reasoning by integrating the mathematical concepts across the curriculum areas in real-world situations.

Alternative Activities:

[Colorful Flower Game](#)

[Number Line Game](#)

Try making your own life-size math board game! (check out Candy Land)

YOU DID IT!



CONGRATULATIONS!

For More Information

Valero knows that being a good operator also means being a good neighbor. The company demonstrates its commitment to all of its communities through a variety of philanthropic efforts, volunteer activities and educational support programs. For the second year, Valero made the list of America's 50 most community-minded major companies – [The Civic 50](#). Valero is the only energy company in the top 50, recognized for its commitment to improve the quality of life in communities where it does business.

Overall in 2014, Valero and its philanthropic organization generated more than \$38 million for worthy charities or causes, through direct donations or fundraising. Always a leading supporter of the United Way as a two-time national Spirit of America Award winner, Valero and its employees pledged more than \$11.2 million to the United Way in 2014, for donations in 2015, including a company match – up nearly 6 percent from the year before. The company raised \$10.4 million for children's charities across the United States in 2015 through the [Valero Texas Open](#) and Benefit for Children.

Valero established the Valero Volunteer Council in 1983, and each location still has a council serving its local communities. Valero employees log more than 130,000 volunteer hours each year for hundreds of community projects. Valero is a strong supporter of food banks wherever it operates, sponsoring several food drives each year. Since 2008, Valero has collected approximately 400,000 pounds of food for the [San Antonio Food Bank](#), plus many thousands more at other locations. Valero Volunteers additionally have built numerous [Habitat for Humanity](#) homes throughout Valero's communities.

Valero is a strong advocate of education and contributes to programs, agencies or organizations that share the same focus. The Valero mentoring program is a top priority of our Valero Volunteer Council and management. For more than 10 years, the program has helped school children in schools across the country. There are various events and programs, including school-supply and uniform drives held at the end of summer to help students start the new school year, as well as "Career Days" at area schools, and tours.

Valero supports many worthy military organizations including [Fisher House](#), Warrior Support Foundation, Operation Comfort, Operation Homefront, Marines Helping Marines, Vietnam and World War II veterans' museums, Returning Heroes Home, local VFWs, National Museum of the Pacific War and the National Committee for Employer Support of the Guard and Reserve. For the 10th consecutive Thanksgiving Day, about 400 members of the U.S. military in 2014 were treated to a traditional holiday meal at headquarters, while 175 Valero Volunteers and their families served food and entertained their young military guests.

For more information, contact the [Valero Energy Foundation](#) Corporate Headquarters at (210) 345- 2000.



End of Booklet

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