

Girl Scout Brownies are ready to take on the world, and Girl Scouting lets them do just that! They want to learn new things and show off what they know. They want to explore the world and meet new people. And they want to do something big that makes them feel great! They get to do all these things and more in Girl Scouts: take that first hike in the great outdoors; visit a science museum; band together as a mighty Brownie team to sell cookies—and use some of the money to help others. Life is good when you're a Brownie!



As a Brownie (grades 2-3), she might:

- Expand her circle of friends in a troop
- Have fun learning all kinds of new skills as she earns badges
- Do a project that makes a difference in her community (and beyond) as part of a Girl Scout Leadership Journey
- Gain confidence as she sells cookies
- Explore nature and the outdoors



DEVELOPMENTAL MILESTONES (Grades 2 & 3)

Physical

- Can play and be active for longer periods without getting tired
- Develop sports skills like catching a small ball
- Coordinate movements to do things like follow a dance routine

Language

- Use words to talk through problems, both socially and academically
- Use writing to express feelings, tell stories, and summarize information
- Understand what they read and begin to move from “learning to read” to “reading to learn”

Cognitive

- Look for the reasons behind things and ask questions for more information
- Understand cause and effect and make more in-depth connections (for example, know that if $6 + 2 = 8$, then $8 - 6 = 2$)
- Start planning ahead (for example, create a drawing of something to build or a plan for an experiment)
- Can sit and pay attention to something that interests them for at least 30–45 minutes

Social Emotional

- Have moments of extreme insecurity and need a lot of encouragement from adults
- Start seeing things from other points of view and incorporate that into everyday life
- Enjoy being part of a team, group, or club
- Spend more time with and are easily influenced by peers

GIRL SCOUT FOUNDATIONS

National Program Portfolio

As Girl Scouts progress from Daisy to Ambassador, the awards they earn symbolize new and higher levels of achievement and ultimately a deeper understanding of what it means to be a leader. While she may be exposed to these subjects at school, in other youth programs, or even on her own, at Girl Scouts she'll experience them in a unique way that puts her on a path to a lifetime of leadership, adventure, and success. And because our program is girl-led, girls decide what they'll do, together. Below is a list of all the badges she can earn as a brownie.

Into to Program Pillars and Journeys

Outdoors: When girls embark on outdoor adventures, they learn to confidently meet challenges while developing a lifelong appreciation of nature.

Science, technology, engineering, and math (STEM): Whether they're building a robot, developing a video game, or studying the stars, girls become better problem-solvers and critical thinkers through STEM activities.

Life skills: Girls discover they have what it takes to become outspoken community advocates, make smart decisions about their finances, and form strong, healthy relationships. As you help girls plan their activities, give them opportunities to explore and up their game in each of the pillar areas.

Entrepreneurship: By participating in the Girl Scout Cookie Program or fall product program, girls learn the essentials of running their own business and how to think like entrepreneurs.

Journeys: are a path for girls to explore their community in thematic progression from many perspectives and experiences, using the 3 Girl Scout keys to leadership: Discover. Connect. Take Action.

It's Your World—Change it!



Brownie Quest

It's Your Planet—Love it!



WOW! Wonders of Water

It's Your Story—Tell it!



A World of Girls

Engineering Journey ☆



Think Like an Engineer

Computer Science Journey ☆



Think Like a Programmer

Outdoor STEM Journey ☆



Think Like a Citizen Scientist

Outdoor Journey ☆



BROWNIE BADGES

ENTREPRENEURSHIP

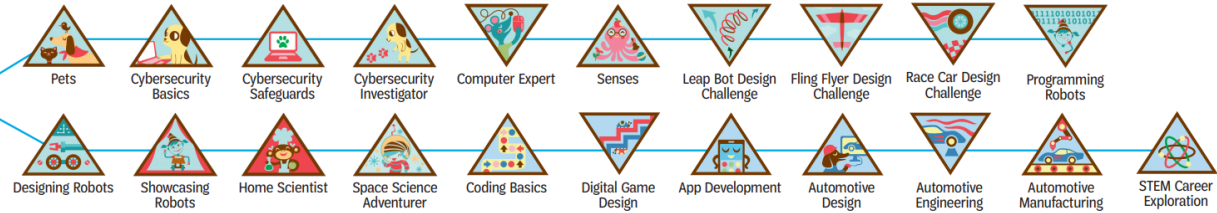


LIFE SKILLS



www

STEM



OUTDOORS



★ Store Only ☆ VTK Only

Shop for badges and journey awards: www.girlscoutshop.com/WESTERN-OHIO-COUNCIL

Learn more about badges and journeys: www.girlscouts.org/badge and award explorer

GUIDING YOUR TROOP

As a Brownie Girl Scout leader you are responsible for showing girls the ways of Girl Scouts. The most important part of Girl Scouts is our three program processes.

- **Girl Led:** Girls play an active role in decision-making, goal-setting and leading their Girl Scout Leadership Experience
- **Cooperative Learning:** Girls work together toward shared goals and learn from one another in an atmosphere of respect and collaboration that encourages the sharing of skills, knowledge and learning.
- **Learning by Doing:** Also known as experiential learn-by-doing, is a hands-on learning process that engages girls in a cycle of action and reflection that results in deeper understanding of concepts and mastery of practical skills.

How to make things Girl Led with Brownies

Girl Planning Process	Girl Process at Troop Meeting	Adult Facilitation in Planning	Adult Facilitation at Troop Meeting
Express what activities they would like to include and different ways they can help.	Learn by doing while actively engaged in activities. Should be able to explain what they've learned and enjoyed.	Provide options for girls to choose from only if they cannot think of options themselves.	Assist girls in activities as needed and help girls with activity reflection.

How to plan your troops year using the VTK

The Volunteer Toolkit (VTK) is your official source for delivering easy, fun troop meetings year-round! This fully customizable digital planning tool provides you with Girl Scout program content, award requirements, and other resources, so you can keep your Girl Scout year running smoothly.

MY TROOP	EXPLORE	YEAR PLAN	MEETING PLAN	RESOURCES
You will see your girls contact information in this tab	<p>Wondering where to get started? You can see all the exciting options in the EXPLORE tab. You'll be able to:</p> <ul style="list-style-type: none"> ▶ Browse prebuilt tracks of badge and Journey activities ▶ Create your own activity track with your girl(s) ▶ Preview tracks and badge requirements before you add them to your year plan ▶ See an overview of all preselected tracks at the bottom of the page. It's even printable, so you can easily review your options! 	<p>From this tab you can:</p> <ul style="list-style-type: none"> ▶ Set meeting dates and locations ▶ Add badges, Journeys, and activities to your plan ▶ Preview badge and Journey requirements <p>Don't worry! You can always add, remove, or change your plan as you go, one meeting at a time</p>	<p>Make every meeting a success! Here you'll find:</p> <ul style="list-style-type: none"> ▶ Suggested badge outlines ▶ Material lists- supplies you will need ▶ Printable meeting aids ▶ A customizable agenda 	<p>Where do badges belong on her uniform? Which awards can she earn at the next grade level? If you've got questions, you'll find the answers you need on the RESOURCES tab</p> <ul style="list-style-type: none"> ▶ Access the Family Hub ▶ Use the Badge Explorer to find all the available badges for your girls grade level and the steps she needs to do to complete them.

Troop Safety-Ratios

- ◆ For Troop Meetings
 - The adult-to-girl ratio is two unrelated volunteers, including one female, for up to 20 Girl Scout Brownies
 - There should be one extra adult for every additional 1-8 Girl Scout Brownies
- ◆ For Outings, Activities, Travel and Camping
 - The adult-to-girl ratio is two unrelated volunteers, including one female, for up to 12 Girl Scout Brownies
 - There should be one extra adult for every additional 1-6 Girl Scout Brownies

Planning Your Troop Meeting Based on Characteristics of Brownies

	In-Person Meeting	Hybrid Meeting (Blend of in-person and on-	Completely Virtual Meeting
Suggested Meeting Length	75 minutes	60 minutes	45 minutes
Average Attention Span	24 minutes per activity	20 minutes per activity	16 minutes per activity
Parent/caregiver Involvement	Parents/caregivers should discuss with their girls what they learned at the troop meetings.	Parents involvement in off-line activities is required. Example: parts of a badge or craft	Parents help girls log into meeting

Tips for Planning

- When planning for a virtual troop meeting, girls are old enough to begin planning ahead. Provide them with brainstorming ideas ahead of time, so they can help build a plan for the meeting.
- Provide a lot of positive feedback during meetings. Girls at this age like to express themselves. A journal may be a good way to summarize their thoughts after each meeting.
- Save complex crafts and engineering activities where assembly is required for in-person meetings.
- If instructions are typed or written, read aloud to the group, but feel free to leave on screen for girls to refer back to.
- In reflection, ask girls to share their feelings and consider how others might feel in a similar situation.
- When making decisions and in reflections, have open conversations about how conclusions have been made, and explore other alternatives.
- This age group likes to work with their peers, involve team work in the planning of activities.

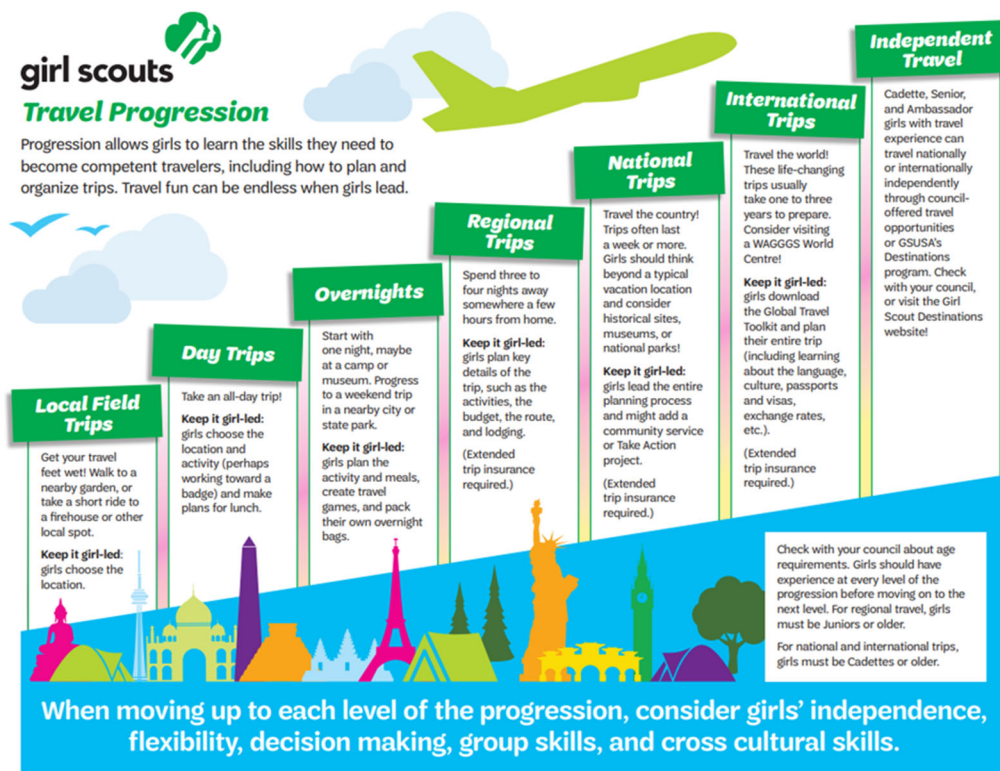


[Click here to visit Girl Scouts at Home](#)
for more ideas on virtual planning!

Troop Trips and Travel

Girls love trips. And Girl Scouts is a great place for them to learn how to plan and take trips, because travel is built on a progression of activities—that is, one activity leads to the next. Girl Scout Daisies, for example, can begin with a discovery walk. As girls grow in their travel skills and experience and can better manage the planning process, they progress to longer trips. Here are some examples of the progression of events and trips:

- **Short trips to points of interest in the neighborhood (Daisies and older):** A walk to the nearby garden or a short ride by car or public transportation to the firehouse or courthouse is a great first step for Daisies.
- **Day trip (Brownies and older):** An all-day visit to a point of historical or natural interest (bringing their own lunch) or a daylong trip to a nearby city (stopping at a restaurant for a meal)—younger girls can select locations and do much of the trip planning, while never being too far from home.
- **Overnight trips (Brownies and older):** One (or possibly two) nights away to a state or national park, historic city, or nearby city for sightseeing, staying in a hotel, motel, or campground. These short trips are just long enough to wet their appetites, but not so long as to generate homesickness.



Travel Progression Checklist for Troop—If your group is thinking about travel, consider first whether the girls are mature enough to handle the trip. In determining a group's readiness for travel, assess the group's:

- Ability to be away from their caregivers and their home
- Ability to adapt to unfamiliar surroundings and situations
- Ability to make decisions well and easily
- Previous cross-cultural experiences
- Ability to get along with each other and handle challenges
- Ability to work well as a team
- Skills and interests
- Language skills (where applicable)

Outdoor

Studies show that girls today are not spending nearly enough time outdoors. Technology and structured activities leave less time for girls to get outside and enjoy nature. But as a Girl Scout, she'll have plenty of opportunities to create her own outdoor adventures and develop a lifelong appreciation for nature and the out-of-doors—whether with her troop, at camp, or with friends and family.

Did you know that brownies are old enough to:

- ◆ Rock climb
- ◆ Outdoor cook
- ◆ Archery
- ◆ Geocach
- ◆ Sail
- ◆ Family Adventure Day!
- ◆ Cabin camp
- ◆ Mother/Father camp

girl scouts

Outdoor Progression

Progression allows girls to learn the skills they need to become competent in the outdoors, including how to plan and organize outdoor activities. Acknowledge a girl's mastery of an outdoor skill and invite her to challenge herself further by taking that next step up and out! Outdoor fun can be endless when girls lead.

Look Out
Share past experiences in the outdoors.
Talk about favorite outdoor places and why they're special.
Wonder what else can be seen in the outdoors.

Meet Out
Step outside to look, listen, feel, and smell.
Share what was observed.
Learn more about what was discovered.

Move Out
Plan and take a short walk outside.
Discuss being prepared for the weather.
Do activities to explore nature.
Plan and carry out an indoor sleepover.

Explore Out
Plan and take a short and easy hike.
Discuss what to take in a day pack.
Dress for the weather.
Plan a healthy snack or lunch.
Learn how to stay safe in the outdoors.

Cook Out
Plan and cook a simple meal outdoors.
Make a list of gear and food supplies needed.
Learn and practice skills needed to cook a meal.
Review outdoor cooking safety.
Practice hand and dish sanitation.
Create a Kaper Chart for the cookout.

Sleep Out
Plan and carry out an overnight in a cabin/backyard.
Discuss what to pack for the sleep out.
Learn to use and care for camping gear.
Learn and practice new outdoor skills.
Plan a menu with a new cooking skill.
Discuss campsite organization.
Plan time for fun activities.

Camp Out
Plan and take a 1- to 2-night camping trip.
Take more responsibility for planning.
Learn and practice a new outdoor skill.
Learn a new outdoor cooking skill.
Plan a food budget, then buy and pack food.
Practice campsite set up.
Plan an agenda that includes fun activities.
Explore/protect the surrounding environment.

Adventure Out
Plan and take an outdoor trip for several days.
Learn and practice a new outdoor skill.
Learn a new outdoor cooking skill.
Develop first-aid skills and use safety check points.
Budget, schedule, and make arrangements.
Participate in an environmental service project.
Teach and inspire others about the outdoors.
Imagine new experiences to be had outdoors.
Practice all Leave No Trace principles.

LEAVE NO TRACE PRINCIPLES:

- Plan Ahead & Prepare
- Leave What You Find
- Respect Wildlife
- Minimize Campfire Impacts
- Travel & Camp on Durable Surfaces
- Dispose of Waste Properly
- Be Considerate of Other Visitors

Troop Finances

As with other activities, girls progress in their financial and sales abilities as they get older. Below are some examples of the abilities of girls at the brownie age level:

- ◆ The group volunteer handles money, keeps financial records, and shares some of the group-budgeting responsibilities.
- ◆ Girls discuss the cost of activities (supplies, fees, transportation, rentals, and so on).
- ◆ Girls set goals for and participate in council-sponsored product sales.
- ◆ Girls may decide to pay dues.

Uniforms

Girl Scouts at each level have one recommended element (tunic, sash or vest) for the display of official pins and awards which should be worn when girls participate in ceremonies or officially represent the Girl Scout Movement. For all girls, the unifying look includes wearing a choice of a tunic, vest or sash for displaying official pins and awards, combined with their own solid white shirts, khaki pants/skirts and a scarf. Girl Scouts at the Daisy and Brownie levels will continue to have a full uniform ensemble available.



Journey Book	\$ 7.00	Insignia Tab	\$ 3.25
Girl's Guide	\$ 12.95	USA Flag	\$ 2.50
Badge Activity Set	\$ 4.00	Council ID Set	\$ 5.50
Journey Award Badges	\$ 6.00	Troop Numbers	\$ 1.75
Badges	\$ 3.00	Troop Crest	\$ 2.00
My Promise, My Faith	\$ 4.00	Br Membership Pin	\$ 2.50
Safety Award	\$ 4.00	World Trefoil Pin	\$ 2.50
Summit Award	\$ 3.50	Star	\$ 1.75
Vest	\$ 19.50	Disc (24pk)	\$ 2.50
Sash	\$ 7.00	Disc (each)	\$ 0.10
Polo	\$ 15.00	Bridging Award Badge	\$ 2.50
Scarf	\$ 12.00	Bridging Wings	\$ 1.75



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