

Don't we all wish we could look at the world through a Daisy Girl Scout's eyes? Everything they do—from planting a garden to putting on a skit to proudly adding that first petal to their vest—sparkles with that "first time ever" newness! Along the way, they'll use their Daisy exuberance to help others and they'll never forget how that feels. Every Daisy meeting is an adventure filled with giggles, energy, and excitement.



As a Daisy (grades K–1), she might:

- Embody the positive values of Girl Scouting
- Earn petals and badges while trying new and exciting things
- Grow more confident and learn to be more independent
- Run a cookie business of their very own
- Explore the outdoors and spend time in nature
- Try out technology and learn cyber basics
- Make the world a better place with other Girl Scout Daises
- Join a circle of friendship and have fun



DEVELOPMENTAL MILESTONES (Grades K & 1)

Physical

- Catch a ball the size of a softball
- Start to move in more coordinated ways, doing things like swimming, dribbling a basketball, or dancing
- Be capable of doing chores for example sweeping
- Cut out basic shapes with scissors; may be able to cut a straight line

Language

- Talk about things that are going to happen and things that have already happened (using tense and time correctly)
- Use words to convince people of their viewpoint and to tell stories
- Follow simple multi-step directions

Cognitive

- Name colors, basic shapes and alphabet
- Have trouble making choices because they want to do everything at once
- Learn from what they hear and read—not just from what they see and do
- Stick with an activity for 15 minutes and finish a short project

Social Emotional

- Follow the rules most of the time and may criticize kids who don't follow the rules
- Want your approval and to be taken seriously
- Get their feelings hurt more easily and start being very aware of other people's feelings
- Begin to understand what it means to feel embarrassed

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 daisy.

Intro 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 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.

Entrepreneurship: Girls learn to think like entrepreneurs as they participate in activities that spark curiosity, confidence, and innovation. Girls develop new ideas, financially stable futures, and use their skills to make a big impact on the world, in age-appropriate exercises through badges and Product Program.

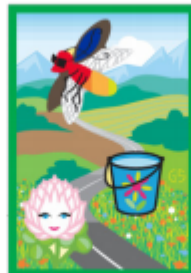
Journeys: Girls follow a path to explore their community in thematic progression from many perspectives and experiences, using the 3 Girl Scout keys to leadership: Discover. Connect. Take Action.

It's Your World—Change it!



Welcome to the Daisy Flower Garden

It's Your Planet—Love it!



Between Earth and Sky

It's Your Story—Tell it!



5 Flowers, 4 Stories, 3 Cheers for Animals!

Engineering Journey ☆



Think Like an Engineer

Computer Science Journey ☆



Think Like a Programmer

Outdoor STEM Journey ☆



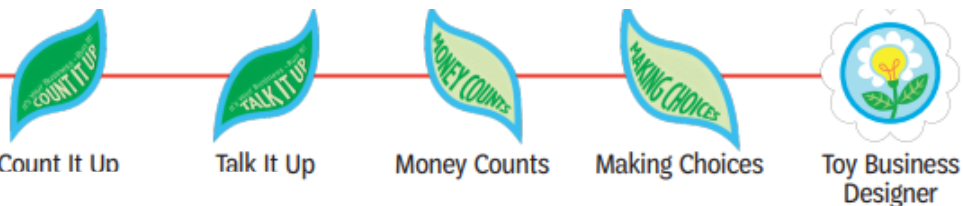
Think Like a Citizen Scientist

Outdoor Journey ☆



Daisy Badges

ENTREPRENEURSHIP



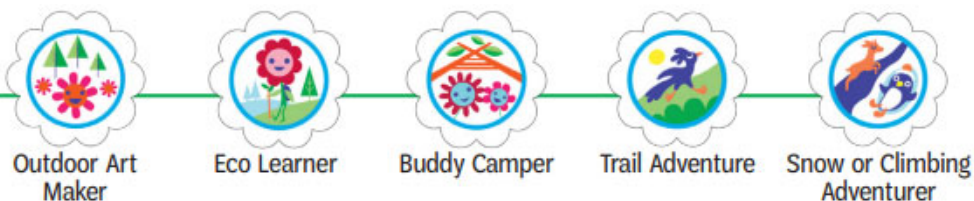
LIFE SKILLS



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 Daisy 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 Daisies

| Girl Planning Process | Girl Process at Troop Meeting | Adult Facilitation in Planning | Adult Facilitation at Troop Meeting |
|--|---|---|--|
| Vote on multiple choice options and often freely express feelings/opinions to the group. | Learn by doing at troop meeting. Girls might have song or game suggestions for the group. | Present options for girls to choose from and then put it to a vote. | Assist girls through activities, making decisions, and debriefing. |

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 troops 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! ▶ Cookie meetings are available in your pre-selected tracks. | <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 troops grade level and the steps to take to complete them. |

Troop Safety-Ratios

- ◆ For Troop Meetings
 - The adult-to-girl ratio is two unrelated volunteers, including one female, for up to 12 Girl Scout Daisies
 - There should be one extra adult for every additional 1–6 Girl Scout Daisies
- ◆ For Outings, Activities, Travel, and Camping
 - The adult-to-girl ratio is two unrelated volunteers, including one female, for up to 6 Girl Scout Daisies
 - There should be one extra adult for every additional 1–4 Girl Scout Daisies

Planning Your Troop Meeting Based on Characteristics of Daisy's

| | In-Person Meeting | Hybrid Meeting (Blend of in-person | Completely Virtual Meeting |
|------------------------------|---|--|-------------------------------------|
| Suggested Meeting Length | 60 minutes | 45 minutes | 30 minutes |
| Average Attention Span | 18 minutes per activity | 12 minutes per activity | 10 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

- Talk about the activities you have planned for your girls during your on-line meeting, and give them instructions to complete at home with their families. Girls can share their completed project at their next meeting
- Have an activity planned for your troop but be prepared to pivot with 2-3 extra activities in case your original plan doesn't work out.
- Make it a game as much as possible. Plan activities that get girls up and moving.
- Use reflection questions about their observations to help reinforce their learning concepts.
- Consider having girls work on activities before or after the meeting. For example: Watch a video, or create something related to the activity and bring it to the meeting.
- Be sure to explain everything clearly to girls—if directions are typed or written, read them aloud to the group. Give one instruction at a time.
- Do not expect girls to use the chat function on a virtual meeting space.
- Send an email ahead of time to let girls know what they will be doing. Suggest that all materials are gathered or pre-cut before the start of the meeting.
- If singing song, make sure they are repeat-after-me songs.



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.

girl scouts
Travel Progression

Progression allows girls to learn the skills they need to become competent travelers, including how to plan and organize trips. Travel fun can be endless when girls lead.

Local Field Trips
Get your travel feet wet! Walk to a nearby garden, or take a short ride to a firehouse or other local spot.
Keep it girl-led: girls choose the location.

Day Trips
Take an all-day trip!
Keep it girl-led: girls choose the location and activity (perhaps working toward a badge) and make plans for lunch.

Overnights
Start with one night, maybe at a camp or museum. Progress to a weekend trip in a nearby city or state park.
Keep it girl-led: girls plan the activity and meals, create travel games, and pack their own overnight bags.

Regional Trips
Spend three to four nights away somewhere a few hours from home.
Keep it girl-led: girls plan key details of the trip, such as the activities, the budget, the route, and lodging.
(Extended trip insurance required.)

National Trips
Travel the country! Trips often last a week or more. Girls should think beyond a typical vacation location and consider historical sites, museums, or national parks!
Keep it girl-led: girls lead the entire planning process and might add a community service or Take Action project.
(Extended trip insurance required.)

International Trips
Travel the world! These life-changing trips usually take one to three years to prepare. Consider visiting a WAGGGS World Centre!
Keep it girl-led: girls download the Global Travel Toolkit and plan their entire trip (including learning about the language, culture, passports and visas, exchange rates, etc.).
(Extended trip insurance required.)

Independent Travel
Cadette, Senior, and Ambassador girls with travel experience can travel nationally or internationally independently through council-offered travel opportunities or GSUSA's Destinations program. Check with your council, or visit the Girl Scout Destinations website!

Check with your council about age requirements. Girls should have experience at every level of the progression before moving on to the next level. For regional travel, girls must be Juniors or older.
For national and international trips, girls must be Cadettes or older.

When moving up to each level of the progression, consider girls' independence, flexibility, decision making, group skills, and cross cultural skills.

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 daisies are old enough to:

- Outdoor cook
- Slingshots
- Letterbox
- Swim
- Sled/Tub
- Family Adventure Day!



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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

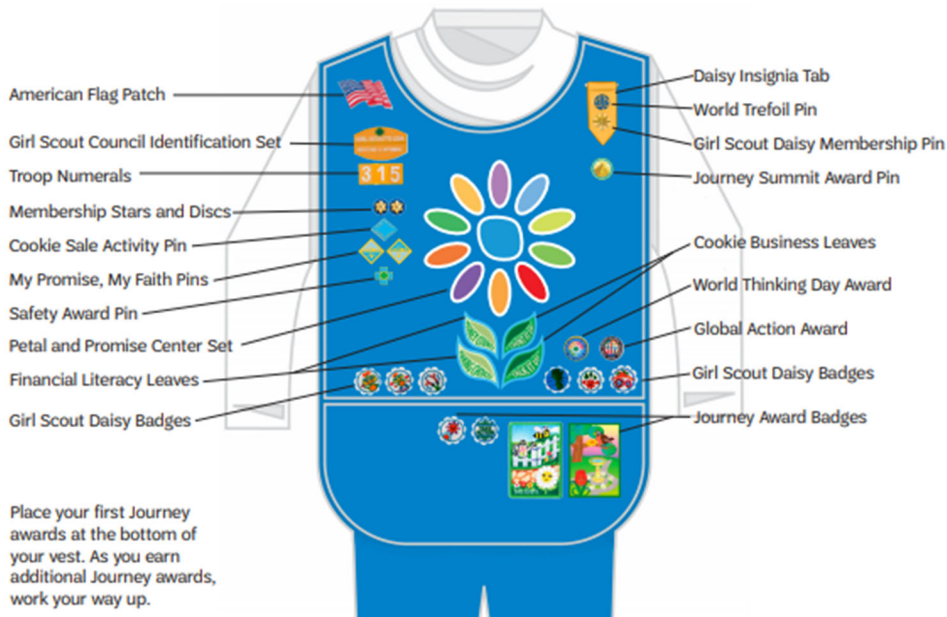
Troop Finances

As with other activities, girls progress in their financial and sales abilities as they get older. Below are some examples of the abilities of Girl Scout Daisies:

- The troop volunteer handles money, keeps financial records, and does all group budgeting.
- Parents/caregivers may decide they will contribute to the cost of activities.
- Girls can participate in Girl Scout Cookie Program and Fall Product Sale.
- Girl Scout Daisies are always paired with an adult when selling anything. Girls do the asking and deliver the product, but adults handle the money and keep the girls safe.
- Girl Scout Daisies do not participate in money-earning activities beyond Council-sponsored product sales.

Daisy Girl Scout 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.



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|----------------------|----------|
| Journey Book | \$ 7.00 |
| Girl's Guide | \$ 12.95 |
| Daisy Petal Set | \$ 8.50 |
| Journey Award Badges | \$ 6.00 |
| Leaves and Badges | \$ 3.00 |
| My Promise, My Faith | \$ 4.00 |
| Safety Award | \$ 4.00 |
| Journey Summit Award | \$ 3.50 |

| | |
|----------------------|----------|
| Vest | \$ 19.50 |
| Tunic | \$ 19.50 |
| Polo | \$ 12.49 |
| Activity Shirt | \$ 9.99 |
| Scarf | \$ 12.00 |
| Insignia Tab | \$ 3.25 |
| USA Flag Patch | \$ 2.50 |
| Council ID Set | \$ 6.50 |
| Troop Numbers | \$ 1.95 |
| Daisy Membership Pin | \$ 2.50 |
| World Trefoil Pin | \$ 2.50 |
| Star | \$ 1.75 |
| Disc (24pk) | \$ 2.50 |
| Disc (each) | \$.10 |
| Bridging Award Badge | \$ 3.00 |

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In Partnership With:

888.350.5090 | gsw.org
customer@gswo.org

