

Senior GIRLtopia Journey-Visionary Award Activity Plan 1

Purpose: When girls have earned the Visionary Award, they will have envisioned an ideal world for girls, shared a creative representation of this GIRLtopia with others and taken steps to move the world one step closer to their vision. After completing Activity Plan 1, girls will have completed the Create It portion of the Visionary Award. Girls will still need to complete the Guide It and Change It portions to earn the Visionary Award.

Planning Guides Link:

Leadership Activity Plan Length:

1.5 hours

Involve Family and Friends: Participation from family and friends can enrich your troop's Girl Scout experience, both for the girls and for you. Use the suggestions below to make it easier for you to connect with additional support.

- Before the meeting:
 - Send a note to families to find those with interest in or expertise with the topic. Ask them to lead or support an activity or two, or even lead the whole meeting.
 - Offer this activity plan as a starting place and point out that they may choose alternative activities using the *Customize It!* section as a guide. For example: If an activity plan directs girls to sit outside and observe animal habitats, you may choose to go to the zoo and learn about animal habitats there instead.
- At home:
 - Encourage families to ask questions about their girls' badge activities. Some examples that work for any badge include: What did you learn? What surprised you? What does it make you think of trying next?
- Throughout the year:
 - Suggest to families ways that girls can share or display their Girl Scout accomplishments. Possibilities include a bulletin board, a scrapbook, a special memories box or family sharing time.

Girls Take the Lead: Include girl leadership through long-term planning, short-term meeting prep and specific activities at meetings.

- Long Term Planning
 - If you use "Plan Your Senior Year", share this with the girls at the start of the year. Have them ask friends and family to help out with specific meetings or activities. Let the girls brainstorm ways to make the plans their own, such as thinking of related field trip activities. If a girl has experience with a field trip, ask her to be assistant tour guide.
 - If you are adapting the "Plan Your Senior Year", get the girls' input on which badges to choose. Offer just a few choices in each category or timeframe to make decisions easier. Every girl should have at least one badge or journey she's excited about.
- Short Term Planning
 - Ask a family to help lead a badge. Make sure they have access to activity plans and any resources you might have. Keep additional requested materials to a minimum.
 - Choose two helpers to stay after a meeting for 15 minutes. Give them each an activity to introduce and either instruct or help guide at the next meeting.

- Before a meeting, ask everyone to vote on some aspect of the activity: draw posters or perform skits, open with a song or game, etc.
- Use a rotating list of helper tasks, called a 'kaper chart', to share responsibilities. Examples include acting as emcee of the meeting, leading an opening game, bringing a snack next meeting or taking attendance.
- At the Meeting
 - During the opening, have 1-2 girls share their answers to a get-to-know-you question.
 - Have girls fulfill their kaper chart responsibilities.
 - Try to find something in each activity that you can let girls decide or manage.

Customize It: If your group wants to expand work on the Visionary Award, or simply try different activities, go for it! There are many ways to complete this award, including: completing the activities as listed in the GIRLtopia journey; completing the GIRLtopia activity plans; attending a council-sponsored event; or customizing activities. Pick the one(s) that work best for your group. Girls will know they have completed the Create It portion of the Visionary Award if:

- They have envisioned GIRLtopia—an ideal world for girls.
- They have created artistic representations of their GIRLtopia.
- They have shared their creations with others.

Girls can continue their GIRLtopia journey by completing the remaining parts of the Visionary Award: Guide It and Change It.

Resources

- This activity plan has been adapted from *It's Your World - Change It! GIRLtopia*, which can be used for additional information and activities.

Getting Started - Session 1

Time Allotment: 15 minutes

Materials Needed:

- Optional: Girl Scout Promise and Law printed out on poster board

Steps:

1. Welcome everyone to the meeting.
2. Recite the Girl Scout Promise and Law. Use repeat-after-me or say it as a group, if girls know it by heart.

Girl Scout Promise	Girl Scout Law
<i>On my honor, I will try:</i> To serve God and my country, To help people at all times, And to live by the Girl Scout Law.	<i>I will do my best to be</i> honest and fair, friendly and helpful, considerate and caring, courageous and strong, and responsible for what I say and do, <i>and to</i> respect myself and others, respect authority, use resources wisely, make the world a better place, and be a sister to every Girl Scout.

3. Have girls gather in a circle and share an example of something they did that made the day better for someone else in the last week.

Activity #1: Why GIRLtopia?

Journey Connection: GIRLtopia Session 1: Who's a Visionary?; Shared Visions of

GIRLtopia Time Allotment: 15 minutes Prep Needed:

- Gather materials and supplies.
- Write the following questions on large sheets of paper, and post on walls in your meeting space:
 - List names of people who you think are visionaries.
 - What qualities does a visionary have?
 - In an ideal world, girls could...
 - In an ideal world, girls would be.
 - In an ideal world, girls would have.
 - In an ideal world, everyone.

Materials Needed:

- Large sheets of paper, prepared as directed above
- Markers
- Post-its
- Writing utensils

Steps:

1. Start with a summary of the journey the girls are about to undertake:
GIRLtopia is a journey to create an artistic vision of what an ideal world for girls looks like, and then move the world a step closer to that ideal through a Take Action Project.
2. Open a discussion about why "GIRLtopia" is important and needed. Ask girls to consider the facts and questions listed below; or, find some relevant facts on your own.

Facts

- o 0...number of countries in the world where women's wages equal those of men
- o 1...percentage of the world's assets held in the name of a woman
- o 2...percentage of senior management positions occupied by women in business worldwide
- o 50...percentage of sexual assaults worldwide that are against girls 15 or younger
- o 53...percentage of American 13-year-old girls who say they are unhappy with their bodies
- o 66...percentage of 15- to 19-year-olds newly infected with HIV in sub-Saharan Africa who are girls
- o 70...percentage of the 1.5 billion people living on \$1 a day or less who are female
- o 75...percentage of war fatalities who are women and children
- o 100 million...number of girls missing around the world

Questions

- o How would the world be better for everyone if we had a GIRLtopia?
 - o What is the future for a girl who can't read?
 - o When women don't earn enough, what happens to their children?
 - o What issues does society categorize as "women's issues"? Why aren't they everyone's issues?
 - o How could everyone help create a GIRLtopia?
3. Next, ask girls what they think the word "visionary" means.
 - o *A visionary is a creative thinker who can foresee a better future. Along this journey, you'll act as visionaries who can envision a future in which girls take center stage and are empowered to make a difference in the world.*
 4. Distribute the post-its and writing utensils and ask girls to walk around the room, writing down and posting their answers to the various questions posed on the sheets of paper.
 5. After the girls have had a chance to post their answers to all of the questions, review and discuss the answers as a group. Based on this discussion, ask girls to:
 - o Create their own definition of GIRLtopia
 - o Create their own definition of visionary
 - o Share personal characteristics that will help them to be GIRLtopian visionaries along this journey.

Activity #2: GIRLtopia Inspiration Box

Journey Connection: GIRLtopia Session 1: Who's a Visionary?; Shared Visions of GIRLtopia;

Envisioning GIRLtopia Through Art Time Allotment: 30 Minutes Prep Needed:

- Gather materials and supplies.
- Optional: put together a "girl soundtrack" of inspirational songs for the girls to listen to while working on their creative project.

Materials Needed:

- Small, plain jewelry boxes or other plain boxes (purchase from craft store or reuse old boxes)
- Various craft supplies: paint and brushes, markers, stickers, construction paper, old magazines, scissors, glue, sequins etc.

Steps:

1. Tell the girls that they are going to create GIRLtopia Inspiration Boxes. They will use the various craft supplies to create artistic representations of their ideal world for girls.
2. Their creations will not only represent their GIRLtopian visions; they will also act as a place for girls to store ideas and items that relate to the current state of the world for girls and the world they'd like it to be.
3. After girls have completed their inspiration boxes, ask them to do the following before the next session:

- Share your artistic representation of GIRLtopia with the following people:
 - At least one peer (someone your age)
 - At least one female
 - At least one male
 - At least one person 10 or more years older than you
 - At least one person younger than you
- Ask the people with whom you share your art to contribute to your GIRLtopia with their own relevant thoughts. To help direct your conversation, ask them a few of the questions from the earlier activity - Why GIRLtopia? - listed below, or any other relevant questions you think of.
 - In an ideal world, girls could.
 - In an ideal world, girls would be.
 - In an ideal world, girls would have.
 - In an ideal world, everyone.
 - How would the world be better for everyone if we had a GIRLtopia?
 - What issues does society categorize as "women's issues"? Why aren't they everyone's issues?
 - What issues about girls/women concern you the most?
 - How could everyone help create a GIRLtopia and why is it important to do so?
- People can write down their ideas on a piece of paper, fold it up, and put it in the box. Or, if they have an item that represents their ideas, they can put that in the box. ◦ Collect items and ideas that relate to GIRLtopia. These could be ideas written down on paper, relevant magazine articles or photos, or other small items. You can be as creative as you'd like with your GIRLtopia collections. ◦ You should come to the next session with your GIRLtopia inspiration boxes and collection of ideas and items.

Activity #3: Snack Chat

Journey Connection: Questions link to GIRLtopia

Session 1 Time Allotment: 15 minutes

Steps:

1. While enjoying a healthy snack of your choice, here are some things to talk about.
 - What issues related to girls concern you most? Why? What could we do to address this issue?
 - Do you think all visionaries are leaders? Are all leaders visionaries? Why or why not?
 - After sharing your visions of an ideal world, do you notice any similarities in the ideas? Did anything surprise you?
 - Think about the diversity of girls in the world. Do you think it might be possible to create an ideal world that would work for everyone - where everyone would be happy? Why or why not?

Wrapping Up - Session 1

Time Allotment: 15 minutes

Steps:

1. Gather in a friendship circle.
2. Have each girl share something small that she can do over the next week to make a

positive difference.

3. As she finishes sharing her goal, have her pass on the friendship squeeze.
4. End by rotating around in the traditional friendship circle.

More to Explore:

- Field Trip Ideas
 - Go to an art museum and discuss your ideas of the artistic vision behind various pieces of artwork.
 - Visit a non-profit organization and volunteer your time. You might consider an organization that supports women and girls.
- Speaker Ideas
 - Invite a local community leader to come and speak about current issues in the community and what visions the community's leadership has to address them.
 - Invite a refugee or service person to share experiences from different countries that may be in conflict

Family Follow Up Email: Use the email below as a template to let families know what you did at the meeting today. Feel free to add additional information, including:

- When and where you will be meeting next
- What activities you will do at the next meeting
- Family help or assistance that is needed
- Supplies or materials that girls will need to bring to the next meeting
- Reminders about important dates and upcoming activities

Hello Girl Scout Families:

We had a wonderful time today exploring our ideas of an ideal world for girls, and are on our way to earning the Visionary Award in the GIRLtopia journey.

We had fun:

- Exploring the current state of the world for women and girls
- Discovering what it means to be a visionary
- Creating an inspiration box to represent and hold our ideas for a GIRLtopia - an ideal world for girls

Continue the fun at home:

- Ask your girl to share her GIRLtopia inspiration box with you and other family members. What "girl issues" concern her the most? What would an ideal world for girls look like to her? What about for you and other family members? Add ideas and any items that represent those ideas to your girl's inspiration box. **
- Support your Girl Scout as she shares her artistic representation of GIRLtopia with others, collecting their ideas/ symbolic items along the way.**

**Please complete this step to help your Girl Scout earn the Visionary Award.

Thank you for bringing your Senior to Girl Scouts!