

# Exciting Program Updates

Over the last several years, Girl Scouts of Northern Illinois (GSNI) has been busy listening to what our community and our girls say they want. As a result of the Long Range Program Study, GSNI has redesigned our programming around four new focus areas that reflect what YOU, our members, say you want to see. The four program focus areas are outlined briefly in the chart below, with GSUSA’s national program pillars identified as well. To learn more about the four focus areas and GSNI’s Program Strategy, visit [www.girlscoutsni.org/programstrategy](http://www.girlscoutsni.org/programstrategy).

We’re eager to announce that in Summer 2017, GSUSA is providing exciting new program resources for STEM and Outdoor activities, in the form of both Journeys and badges! New resources will be available through the Volunteer Toolkit (VTK) and some will be available online in downloadable PDF format. This resource packet includes all the need-to-know info. If you still have questions, contact us at [customercare@girlscoutsni.org](mailto:customercare@girlscoutsni.org) or 1-844-GSNI-4-ME (1-844-476-4463).

## Girl Scouts of Northern Illinois’s Program Focus Areas

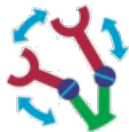
 <p>★ Practical Life Skills</p>	<p>Between all the fun and adventure, Girl Scouts are learning critical life skills in everything they do. They’re prepared for a positive, healthy, and independent future.</p>	<p>Includes: Financial Literacy, Healthy Living, Cooking, DIY (Do It Yourself), and Adulting</p>
 <p>★ Outdoor Activities &amp; Adventures</p>	<p>In the outdoors, girls’ learn and practice important skills, experience unforgettable adventures, triumph through individual and group challenges, and get inspired to care for the environment. Each new adventure boosts girls’ confidence!</p>	<p>Includes: Outdoor Skills, Environmental Education &amp; Action, Outdoor Adventures, and Aquatic Adventures</p>
 <p>Career &amp; Interest Exploration</p>	<p>Each girl’s interests and hobbies are as unique as she is. Thankfully, there’s a world of possibilities to explore through Girl Scouts. Girls delight in trying new things when they’re young and start exploring potential careers as they get older. For girls, the future is bright!</p>	<p>★ Includes: The Arts, STEM, Career Exploration, Entrepreneurship, History &amp; Traditions ★</p>
 <p>Travel &amp; Global Community</p>	<p>Girl Scouts love to travel and explore the world—from field trips as Daisies to globe-trotting adventures as teens. Girls love exploring different places and cultures, either up close or from afar. They’ll meet interesting people, explore unique places, and make memories to last a lifetime.</p>	<p>Includes: Travel (Local, U.S., International, Service), Understanding Cultures, Global Issues</p>

# New Journeys and Badges

Here's the inside scoop on our newest  
STEM and Outdoor programs!

New Girl Scout offerings for STEM and Outdoor are on the way! Each is topic-specific, aligned to the five program outcomes, and can be used as a prerequisite to the Bronze, Silver, and Gold Awards. Look for these new Journeys and badges as they roll out **this summer** at your Girl Scout council. Until then, here's a sneak peek at what's coming.

## STEM JOURNEYS



**Engineering | Think Like an Engineer** Girls learn how to think like a designer by participating in hands-on design challenges and completing a Take Action project.

DEVELOPED IN PARTNERSHIP WITH WGBH/DESIGN SQUAD. DAISY THROUGH JUNIOR, MULTI-LEVEL (K-5) ● ● ● ●

**Computer Science | Think Like a Programmer** Girls participate in interactive computational-thinking activities to learn how programmers solve problems. Girls also complete a Take Action project. DEVELOPED IN PARTNERSHIP WITH CODE.ORG. DAISY THROUGH JUNIOR, MULTI-LEVEL (K-5) ● ● ● ●

**Outdoor STEM | Think Like a Citizen Scientist** Girls learn the scientific method by undertaking a citizen science project that involves making observations, collecting data, and working with scientists to receive feedback on research and findings. Girls also complete a Take Action project. DEVELOPED IN PARTNERSHIP WITH SCISTARTER. DAISY THROUGH JUNIOR,

MULTI-LEVEL (K-5) ● ● ● ●

## OUTDOOR JOURNEY



**Outdoor** Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship. DAISY THROUGH AMBASSADOR ● ● ● ● ● ●

## BADGES

**Engineering | Robotics** Girls design their own robots after learning how they're built and programmed. "Unplugged" activities allow girls to earn badges without buying kits.

DAISY THROUGH JUNIOR ● ● ●

**Engineering | Mechanical Engineering** Girls complete hands-on engineering activities, such as building and testing roller coasters, race cars, and jumping robots.

DEVELOPED IN PARTNERSHIP WITH GOLDIEBLOX. DAISY THROUGH BROWNIE ● ●

**Girls' Choice | Troop Camping** This year, girls from across the United States had the chance to vote for their favorite badge category and topic. And the winner is...Troop Camping! DAISY THROUGH AMBASSADOR ● ● ● ● ● ● ● ●

**New Daisy Badges** Two new Daisy badges, Outdoor Art Maker and Good Neighbor, give Daisies a chance to get in on the creativity other Girl Scouts already enjoy and discover all about their school, city or town, and state! DAISY ●



## The Girl Scout Leadership Experience

Through Girl Scouting, girls unleash their skills, talents, and passions. They connect with other Girl Scouts and people in their communities, *and* they take action to change the world. Our program is girl-led, so girls team up and work together to explore the things that interest them most as they learn by doing. That's how Girl Scouts unleash their inner G.I.R.L. (Go-getter, Innovator, Risk-taker, Leader)<sup>TM</sup> as they achieve the five leadership outcomes:

**Sense of self • Positive values • Challenge seeking  
Healthy relationships • Community problem solving**

# The Need-to-Know

## JOURNEYS & BADGES: WHAT'S NEW AND DIFFERENT?

### More Journey Options

These new Journeys are adding on to the choices that girls and volunteers already have. Every Journey (whether new or old) is topic-specific, includes hands-on activities, and incorporates Discover, Connect and a Take Action project. Depending upon the content, some Journeys are shorter and some are longer, but they have been made simpler to use and easier to deliver.

- There will be no physical books (leader guides or girl books) for the new Journeys. All the info can be found in the online Volunteer Toolkit (VTK). Individually registered girls, contact Customer Care for details.
- The three original Journeys are still available.
- New Journeys include LiA (Leader in Action) award components for appropriate age levels. They award to be placed on the uniform will be available in 2018, but girls can begin work toward it now.
- New Journeys count toward pre-requisites for Bronze, Silver & Gold Awards.
- The Take Action award for each of the new Journeys looks the same. By looking at a girl's uniform, you can easily see how many Take Action projects she has completed. Each girl still earns an award for each Take Action project she does within a Journey.
- Girls will still earn the Summit Award once they have completed ANY three Journeys for their grade level, including the new Journeys.
- See attached pages for more information, by age level.

### Multi-Level and Better than Ever

Multi-level access in VTK has been active since Fall 2016, but what's new now is Multi-level programming designed for K-5. The new Multi-level Journeys include content that's designed to be done together (no more separating Daisies for one activity and Brownies for another activity), adjusting the difficulty of activities based on the grade level of the girls.

### New Badges in Robotics & Mechanical Engineering



Daisies, Brownies, and Juniors are in for a STEM adventure with new badges. Cadettes, Seniors, and Ambassadors can look forward to similar resources in 2018. See attached pages for more information, by age level.

### All the Charts Will Be Updated

- The pullout list of the Girl Scout National Proficiency Badges that's in *The Girl's Guide to Girl Scouting* will be updated and available to download from the Girl Scout store.
- Updated badge placement diagrams will be available by the end of August. [Spoiler alert: All the new Journeys and badges are official awards and go on the front of the uniform.]
- The online Badge Explorer already has a new design, and will include new badges soon.



## Think Like an Engineer Journey

Girls learn how to think like a designer by participating in hands-on design challenges and completing a Take Action project. *Developed in partnership with WGBH/Design Squad.*

	<b>Think Like an Engineer Award</b>	Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Take Action Award</b>	The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.



## Think Like a Programmer Journey

Girls participate in interactive computational-thinking activities to learn how programmers solve problems. Girls also complete a Take Action project. *Developed in partnership with code.org.*

	<b>Think Like a Programmer Award</b>	Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Take Action Award</b>	The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.




## Think Like a Citizen Scientist Journey

Girls learn the scientific method by undertaking a citizen science project that involves making observations, collecting data, and working with scientists to receive feedback on research and findings. Girls also complete a Take Action project. *Developed in partnership with SciStarter.*

	<b>Think Like a Citizen Scientist Award</b>	Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Take Action Award</b>	The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.




## Outdoor Journey

Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<b>Outdoor Art Maker badge</b>	Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.
	<b>Buddy Camper badge</b> (badge currently available, prior to new content rollout)	Entire Journey available in the VTK as seven sessions, which includes two badges plus three Take Action meetings. Available for Multi-level for DBJ.
	<b>Take Action Award</b>	Information and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.




## Mechanical Engineering Badges

Girls complete hands-on engineering activities, such as building and testing roller coasters, race cars, and jumping robots. *Developed in partnership with GoldieBlox.*

	<b>Board Game Design Challenge badge</b>	Activities and badge requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Roller Coaster Design Challenge badge</b>	Requires the purchase of a “Making Things Move” kit (\$99), which includes the parts needed for badge activities. Each kit is designed to be used by 12 girls and can be used again and again. Kits must be purchased via the online shop.
	<b>Model Car Design Challenge badge</b>	These are progressive badges, that must be earned in a particular order.



## Robotics Badges

Girls design their own robots after learning how they’re built and programmed. “Unplugged” activities allow girls to earn badges without buying kits.

	<b>What Robots Do badge</b>	Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>and</b> for digital download in the online shop. It’s recommended to use both the VTK instructions as well as the downloadable girl packets.
	<b>How Robots Move badge</b>	Designed to be “unplugged,” meaning girls do not need a kit to earn the badges; they can complete the badge requirements with common household objects.
	<b>Design a Robot badge</b>	These are progressive badges, that must be earned in a particular order.

## Daisy Badges

Two new Daisy badges, Outdoor Art Maker and Good Neighbor, give Daisies a chance to get in on the creativity other Girl Scouts already enjoy and discover all about their school, city or town, and state!



	<b>Good Neighbor badge</b>	Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.
	<b>Outdoor Art Maker badge</b>	Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.

## Cybersecurity & Space Science badges

Three new Daisy badges in cybersecurity will be available beginning Summer 2018. A Space Science Explorer badge is also in development for later release.



## Think Like an Engineer Journey

Girls learn how to think like a designer by participating in hands-on design challenges and completing a Take Action project. *Developed in partnership with WGBH/Design Squad.*

	<b>Think Like an Engineer Award</b>	Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Take Action Award</b>	The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.



## Think Like a Programmer Journey

Girls participate in interactive computational-thinking activities to learn how programmers solve problems. Girls also complete a Take Action project. *Developed in partnership with code.org.*

	<b>Think Like a Programmer Award</b>	Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Take Action Award</b>	The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.





## Think Like a Citizen Scientist Journey

Girls learn the scientific method by undertaking a citizen science project that involves making observations, collecting data, and working with scientists to receive feedback on research and findings. Girls also complete a Take Action project. *Developed in partnership with SciStarter.*

	<b>Think Like a Citizen Scientist Award</b>	Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.
	<b>Take Action Award</b>	The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.




## Outdoor Journey

Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<b>First Aid badge</b> (badge currently available, prior to new content rollout)	Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.
	<b>Hiker badge</b> (badge currently available, prior to new content rollout)	Entire Journey available in the VTK as nine sessions, which includes three badges plus three Take Action meetings.
	<b>Cabin Camper badge</b> (badge currently available, prior to new content rollout)	Available for Multi-level for DBJ.
	<b>Take Action Award</b>	Information and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.




## Mechanical Engineering Badges

Girls complete hands-on engineering activities, such as building and testing roller coasters, race cars, and jumping robots. *Developed in partnership with GoldieBlox.*

	<p><b>Fling Flyer Design Challenge badge</b></p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.</p>
	<p><b>Leap Bot Design Challenge badge</b></p>	<p>Requires the purchase of a “Making Things Zoom” kit (\$99), which includes the parts needed for badge activities. Each kit is designed to be used by 12 girls and can be used again and again. Kits must be purchased via the online shop.</p>
	<p><b>Race Car Design Challenge badge</b></p>	<p>These are progressive badges, that must be earned in a particular order.</p>

## Robotics Badges

Girls design their own robots after learning how they’re built and programmed. “Unplugged” activities allow girls to earn badges without buying kits.

	<p><b>Programming Robots badge</b></p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>and</b> for digital download in the online shop. It’s recommended to use both the VTK instructions as well as the downloadable girl packets.</p>
	<p><b>Designing Robots badge</b></p>	<p>Designed to be “unplugged,” meaning girls do not need a kit to earn the badges; they can complete the badge requirements with common household objects.</p>
	<p><b>Showcasing Robots badge</b></p>	<p>These are progressive badges, that must be earned in a particular order.</p>



## Cybersecurity & Space Science badges

Three new Brownie badges in cybersecurity will be available beginning Summer 2018. A Space Science Adventurer badge is also in development for later release.





## Think Like an Engineer Journey

Girls learn how to think like a designer by participating in hands-on design challenges and completing a Take Action project. *Developed in partnership with WGBH/Design Squad.*

	<p><b>Think Like an Engineer Award</b></p>	<p>Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.</p>
	<p><b>Take Action Award</b></p>	<p>The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.</p>



## Think Like a Programmer Journey

Girls participate in interactive computational-thinking activities to learn how programmers solve problems. Girls also complete a Take Action project. *Developed in partnership with code.org.*

	<p><b>Think Like a Programmer Award</b></p>	<p>Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.</p>
	<p><b>Take Action Award</b></p>	<p>The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.</p>

## Think Like a Citizen Scientist Journey





Girls learn the scientific method by undertaking a citizen science project that involves making observations, collecting data, and working with scientists to receive feedback on research and findings. Girls also complete a Take Action project. *Developed in partnership with SciStarter.*

	<p><b>Think Like a Citizen Scientist Award</b></p>	<p>Activities and requirements available in the Volunteer Toolkit for troop leaders. Individually registered girls, contact Customer Care for details.</p>
	<p><b>Take Action Award</b></p>	<p>The Journey is six sessions in total, including three Take Action meetings, and is part of a 15 meeting Year Plan. There is no girl book. Available for Multi-level for DBJ.</p>

## Junior Journeys (cont.)

### Outdoor Journey




Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<p><b>Camper badge</b> (badge currently available, prior to new content rollout)</p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.</p>
	<p><b>Animal Habitats badge</b> (badge currently available, prior to new content rollout)</p>	
	<p><b>Eco Camper badge</b> (badge currently available, prior to new content rollout)</p>	<p>Entire Journey available in the VTK as nine sessions, which includes three badges plus three Take Action meetings.</p> <p>Available for Multi-level for DBJ.</p>
	<p><b>Take Action Award</b></p>	<p>Information and requirements available in the Volunteer Toolkit for troop leaders.</p> <p>Individually registered girls, contact Customer Care for details.</p>

## Junior Badges

### Robotics Badges

Girls design their own robots after learning how they're built and programmed. "Unplugged" activities allow girls to earn badges without buying kits.

	<p><b>Programming Robots badge</b></p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>and</b> for digital download in the online shop. It's recommended to use both the VTK instructions as well as the downloadable girl packets.</p>
	<p><b>Designing Robots badge</b></p>	
	<p><b>Showcasing Robots badge</b></p>	<p>Designed to be "unplugged," meaning girls do not need a kit to earn the badges; they can complete the badge requirements with common household objects.</p> <p>These are progressive badges, that must be earned in a particular order.</p>





### Cybersecurity & Space Science badges

Three new Junior badges in cybersecurity will be available beginning Summer 2018. A Space Science Investigator badge is also in development for later release.

# Cadette Journey

## Outdoor Journey

Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<b>Night Owl badge</b>  (badge currently available, prior to new content rollout)	Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.  Entire Journey available in the VTK, including two meetings/badge plus three Take Action meetings.
	<b>Trailblazing badge</b>  (badge currently available, prior to new content rollout)	
	<b>Primitive Camper badge</b>  (badge currently available, prior to new content rollout)	
	<b>Take Action Award</b>	Information and requirements available in the Volunteer Toolkit for troop leaders, as a PDF in the Resources tab. Individually registered girls, contact Customer Care for details.

## Cadette Badges

### Leader in Action (LiA) Award

The LiA Award will be available in 2018. The requirements will mimic current LiA awards, so girls can begin work toward it now, if they choose.

### Engineering Journey and Robotics badges

The Engineering Journey, as well as robotics badges, will be available beginning Summer 2018.





### Cybersecurity & Space Science badges

Three new Cadette badges in cybersecurity will be available beginning Summer 2019. A Space Science Researcher badge is also in development for later release.

## Senior Journey

### Outdoor Journey

Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<p><b>Adventurer badge</b></p> <p>(badge currently available, prior to new content rollout)</p>	
	<p><b>First Aid badge</b></p> <p>(badge currently available, prior to new content rollout)</p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.</p>
	<p><b>Adventure Camper badge</b></p> <p>(badge currently available, prior to new content rollout)</p>	<p>Entire Journey available in the VTK, including two meetings/badge plus three Take Action meetings.</p>
	<p><b>Take Action Award</b></p>	<p>Information and requirements available in the Volunteer Toolkit for troop leaders, as a PDF in the Resources tab.</p> <p>Individually registered girls, contact Customer Care for details.</p>

## Senior Badges

### Engineering Journey and Robotics badges

The Engineering Journey, as well as robotics badges, will be available beginning Summer 2018.

### Cybersecurity & Space Science badges





Three new Senior badges in cybersecurity will be available beginning Summer 2019.

A Space Science Expert badge is also in development for later release.

# Ambassador Journey

## Outdoor Journey

Anchored by the Troop Camping badge, this new Journey will deepen girls' outdoor skills through badges that lead to a Take Action project and inspire girls to take an interest in environmental stewardship.

	<p><b>Outdoor Art Master badge</b></p> <p>(badge currently available, prior to new content rollout)</p>	<p>Activities and badge requirements available in the Volunteer Toolkit for troop leaders, <b>or</b> for digital download in the online shop.</p> <p>Entire Journey available in the VTK, including two meetings/badge plus three Take Action meetings.</p>
	<p><b>Water badge</b></p> <p>(badge currently available, prior to new content rollout)</p>	
	<p><b>Survival Camper badge</b></p> <p>(badge currently available, prior to new content rollout)</p>	
	<p><b>Take Action Award</b></p>	

# Ambassador Badges

## Engineering Journey and Robotics badges

The Engineering Journey, as well as robotics badges, will be available beginning Summer 2018.

## Cybersecurity & Space Science badges

Three new Ambassador badges in cybersecurity will be available beginning Summer 2019. A Space Science Master badge is also in development for later release.

