



## **GIRLtopia**

While journeying toward **GIRLtopia**, girls have the option of earning a major award—Senior Visionary Award. The Senior Visionary Award is an important step on the Girl Scout leadership ladder; it signifies that girls have a firm leadership foundation. They understand themselves, are able to make ethical decisions, build teams, care about others, envision change and take action toward it.

### **GIRLtopia Leadership Award: Visionary**

To earn the **Visionary Award**, Seniors will complete three steps, which they can accomplish—as a team or on their own—one by one or simultaneously:

1. **Create it:** Make a **Create it Project**, a unique vision and artistic representation of an ideal world, and then share it with others.
2. **Guide it:** Guide a mini-discussion or group activity that engages other girls in thinking about visionary leadership.
3. **Change it:** Do a **Change It Project** (Take Action Project) that moves the world (or their community) one step closer to ideal.

Here are some ideas for sample sessions for the **GIRLtopia** journey. They are merely suggestions and are not meant to be the only way to take this journey. It is extremely important that you get girl input before making any decisions about the activities and steps to earn these awards. It is also very important to let the Seniors take the lead whenever possible for decision-making (especially in their Take Action Project) ceremonies, presentations, meeting format and celebrations. Girls can choose to work on this journey alone, in pairs, in mini-teams, or as a larger group. Page numbers in the headings refer to the page the session starts in the adult guide.

Session 1: **GIRLtopia: What's It All About?** page 34. Girls use positive values as the basis for thinking about how to make the world a better place. They could:

- If meeting for the first time participate in a pair-up game
- Learn the subject and the purpose of **GIRLtopia** and map out the plan for this journey as a team
- Participate in a discussion about why they need **GIRLtopia**

- As part of a pair or a small group make a list of the Top-10 “visionary” qualities (page 17 in the girl book)
- Start thinking about their personal values and Girl Scout values (tips to help you talk with the girls about values are on page 38 of the adult guide)
- Participate in a group discussion about the ways the world is not perfect, specially for girls, and brainstorm ideas that could make the world better for girls
- Read the girl book pages 20 –24 and start thinking about what inspires them
- Make a decision about how they will earn the **Visionary Award** either alone, in small teams or as a group
- Fill in the sign-up sheet letting everyone take the lead for each session (page 41 in the adult guide)

Session 2: **What's On Girls' Minds?** page 43. Girls develop cooperation and teambuilding as they further develop their visions of **GIRLtopia** and begin thinking about possible Take Action Projects (**Change it Projects**) by planning to gather information.. They could:

- Participate in a brainstorming session to determine the behaviors and attitudes for the group and map out a team action plan
- Discuss how their new team action plan and attitudes are the same and/or different from other groups in their community
- Start coming up with things they would like to change in their community
- Learn about surveying and interviewing as tools to help in their **Change It Project** and design one for the community they choose to change
- Decide on the group to target for their survey
- Conduct the survey
- As individuals, using their special talents start an art project about their “ideal vision” (**Create It Project**)
- Assess their team dynamics using the chart on page 49 of the adult guide



Session 3: **How's Our Community Doing for Girls?** page 51. Girls identify community needs as they continue to develop their visions of **GIRLtopia** and make a Girls' Bill of Rights. They could:

- Plan and carry out an opening ceremony
- Review their survey results
- Learn about community mapping and map their community (page 92 and 93 in the girl book)
- Learn about rights and the United States Bill of Rights on pages 54–55 and start their Global Girls' Bill of Rights
- Continue working on their **Create It Projects**

Session 4: **Choosing to Take Action** page 57. Girls identify an issue that impacts girls, brainstorm its solution, and plan for a **Change It Project** that will move the world one step closer to their ideal. They could:

- Read the two scenarios on pages 72 - 75 and determine solutions for their **Change It Projects**
- Make final decisions on their **Change It Project**
- Using the Take Action planning chart on pages 80–81 start planning out their **Change It Project**
- Finish up their "Create It" projects

Session 5: **What Would You Do?** page 63. Girls practice ethical decision-making and continue to develop their critical thinking skills as they plan, carry out, and assess their creative and/or Change It Projects. They could:

- Review their **Change It Projects** and make adjustments if necessary using their planning guide
- Take the ethical standard quiz on page 44 in the girl book and do the activity on page 65 in the adult guide

Session 6: **What Do Leaders Sound Like?** Page 67. Girls refine their Take Action and/or creative **GIRLtopia** projects and explore leadership. They could:

- Fill out the Guide It (page 53 in the girl book)
- Participate in a brainstorming session discussing the qualities of a "nice girl" and the qualities of a "leader"
- Assess their team dynamics and determine if they are working as a team on their project and if that team is being successful
- Start planning the closing celebration

Session 7: **How Will We Lead the Way?** page 73. Girls wrap up their "Create It" and/or "Change It" projects and explore leadership. They could:

- Wrap up their **Change It Projects** making sure they have followed the Take Action Planning Chart so they won't skip any steps

- Carry out their **Change It Projects** depending on how they planned
- Make leadership bracelets using the directions on page 32 in the girl book to keep for themselves or give as a gift to a girl or woman they feel is a good leader
- Write thank you notes to all the people who helped them with their **Change It Project**
- Take a last look at their group dynamics and evaluate how they did as a team
- Finalize the plans for their celebration

Session 8: **Do I Inspire You?** page 77. Girls share their **GIRLtopia** projects and celebrate the success of their Change It Projects. They could

- Plan and carry out their opening ceremony
- Talk about their **Change It Projects** and what they learned as they planned and carried them out
- Ask community partners to attend and share the impact the girl's projects had on their organization/partnership/community

#### A good Change It Project:

- Is "do-able" in the time the girls and the volunteers have
- Meets a genuine need girls identify in the world around them
- Enables girls to use their information and special flair they possess to make a difference in their community in this **GIRLtopia** journey
- Engages girls in understanding the difference between "one shot" and "sustainable" and striving toward some degree of sustainability
- Will be exciting, fun and meaningful to do and pass on to others

To help customize this journey please visit the GSUSA web site at [www.girlscouts.org/journeys](http://www.girlscouts.org/journeys) where you will find journey maps. Badge Activity Sets and the Girl's Guide to Girl Scouting are available at your local Girl Scout Shop or to purchase on line at [www.girlscoutnorcal.org/shop](http://www.girlscoutnorcal.org/shop).

