



It's Your World Change It Junior - Agent of Change

Basic Description

- Girls discover how to use the “power of one” and the “power of team” to create the “power of community” that improves the world
- Divided into 3 sections that follow awards (identified by buttons on the page)
 - Me to the Max – Power of One
 - Moxie up the Team – Power of Team
 - Mobilize the Globe – Power of Community
- Dez the spider leads them on their journey
- Girls discover the skills they have that make them a leader and how they relate to the GS laws
- Learn about past or current heroines – some are profiled in the book
- There is a cartoon story of a group of girls saving some puppies and volunteering to help their local shelter
- Difference between service (helping with immediate need) and action (solving problems in long-term) – we want girls to take action

What do they earn and how do they earn them?

- Power of One Award
 - Discover my own powers using the “power log”
 - Discover a heroine past or present
 - Discover how heroines link to the GS Law
 - Normally completed after session 2
- Power of Team Award
 - Connect with troop to create a “super girl” story, comic or TV script in which the characters take one small situation they care about and strive for a long-lasting community change
 - Make a decision for a Take Action Project and write your Team Hopes
 - Normally completed after session five
- Power of Community Award
 - Take action on your plan; involve your community so that your project can spiral out and change the world
 - Reflect on accomplishments
 - Normally completed after session seven

Possible Field Trips and Community Partners

- A comic book store where girls can learn about comic book making process
- A publisher or writer – learn to create a book
- Places where girls can do their take action project

Additional Programming Ideas for Troop Meetings

- Research heroines – maybe have them dress up like their heroine and present what they learned at a troop meeting or “power of one” celebration
- Blindfold trust games or other team building activities at a troop meeting or campout
- Research local community issues (past or present) - look at both sides of the issue, visit with people involved
- When the girls start making their “super girl” story, bring in examples of comic books, plays or stories that they can use for inspiration
- In general, have girls share and process each activity
- Volunteer for an animal shelter like the girls in the story
- Pages 80 and 81 of the Leader book have a few activities to help the girls looking at their communities

Other Thoughts or Helpful Hints

- This is really when it starts being stressed to leaders that girls can do and should do a lot of planning in their take action project
- It is recommended for each girl to have a copy of the Journey book
- Great descriptions of take action projects – could be good building blocks for future projects

Badges & Other Program Connections

Power of One:

- It’s Important to Me Badge
- Lead On Badge
- Model Citizen Badge
- My Heritage Badge
- Ms. President’s Patch Program

Power of Team:

- Choice is Yours Badge
- Communication Badge
- Healthy Relationships Badge
- Positive Power Patch Program
- My Community Badge
- Lead On Badge
- Theater Badge
- Visual Arts Badge

Power of Community

- Communication Badge
- Creative Solutions Badge
- Money Sense Badge
- Prints & Graphics Badge
- Visual Arts Badge
- Write All About It Badge

Please note: Other Badges and Program can fit in as well. This is just a list to get you started.