Basic Description
- The book is in 2 Parts (created like a flip book)
  - The World of Girls
    - Campbell, Alejandra and Jamila, from the other two journeys, return. This time they call on the Brownie Elf to learn more about girls around the world. They use the Elf’s bookmobile to visit Jordan, Thailand, and the arctic of Canada. While visiting the countries, they meet new friends, learn about the food and explore their customs.
  - The Power of Stories
    - Girls learn about looking for clues in stories and making changes based on those clues.
    - Girls will also talk to others to hear their stories.
    - Girls are also encouraged to tell their own stories.
    - Side activities include stories of girls who made a difference, looking for clues in advertisements and making snacks.

What do they earn and how do they earn them?
- Hear a Story Award
  - Girls see that stories hold clues for how to better the world.
  - Earn it by finding a clue in a story that represents a change they can make in their world.
  - Normally earned in session 2
- Change a Story Award
  - Girls realize they have the power to change things for the better.
  - Earn it by acting out a clue to change things for the better for girls around the world.
  - Normally earned around session 7
- Tell a Story Award
  - Girls have the confidence and knowledge to educate and inspire others.
  - Earn it by teaching others about the change in their community and inspire their audience to support the change too.
  - Normally earned around session 9
- Better World for Girls Award
  - Girls understand that they belong to a large and far-reaching world of girls.
  - Earn it by using creative expression to show what it means to them to be a part of a larger world of girls.
  - Normally earned around session 10
Possible Field Trips and Community Partners
- Visit a book store or library.
- Have an international experience:
  - Go to a cultural fair
  - An art or cultural museum
  - An international center at a local university
- See a professional story-teller or theater performance.

Additional Programming Ideas for Troop Meetings or Field Trips
- Invite a professional story teller to a meeting.
- Have an egg toss or make paper lanterns when reading the section on Chosita in Thailand.
- Have the girls talk to their parents and find which countries their families came from then share stories about their ancestors.
- Have a globe or map available to show all of the locations in the stories.
- Make food or crafts, play games or learn customs from the countries visited in the book.

Badge Connections
Badges can be added throughout your Journey. Some might relate or be a fun side trip. Below are a few examples for how a badge might relate to your Journey.
- Make New Friends Badge – Make new friends like the girls in the stories
- Fair Play Badge – One key to being a good friend is playing fairly.

Leader in Action Award
The Leader in Action (LiA) Award is an official award for Cadettes who mentor Brownies through the World of Girls Journey. Cadettes can earn the LiA Award three times and is different for each Journey. More information and the requirements for the It’s Your Story – Tell It! Journey are listed on pages 18-19 of the Leader Guide.

Other Thoughts or Helpful Hints
- In the Journey section of the Girl Scout website, you can find additional resources like letters and sign-up forms to send home to parents.
- Sample sessions are laid out into 10 sessions.
- This Journey could be a good tie-in with World Thinking Day on February 22 – visit the World Thinking Day website for more information and additional activities.