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
- Meet Dez, the spider, who leads the girls 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.
- Throughout the Journey there is a cartoon story of a group of girls saving some puppies and volunteering to help their local shelter. The story provides a great background on a Take Action project.
- Shows the 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
- Learn to create a book by visiting a publisher, writer, library or book store.
• Visit possible 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 share 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.

**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.
• Inside Government Badge – Learn about how government works. It could be helpful when completing your take action project.
• Digital Photographer Badge – Use your photography skills to document your take action project.
• Girl Scout Way Badge – Learn about Girl Scout history and traditions.

**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.
• Great descriptions of take action projects. It would provide a great basis for your Bronze, Silver or Gold Awards.
• It is completed in 7 sample sessions but does not follow the girl book linearly. You might want to extend the Journey and follow the girl book in order.
• Visit the [Girl Scout website](http://www.girlscoutswa.org) to download additional resources and letters that you can use to recruit parents to help with this Journey.