Basic Description
- Asks girls to create a vision for a perfect, girl-focused world through art: poetry, painting, sculpture, video or whatever medium they choose
- Workbook divided into 4 sections
  - Create It – girls envision their Girltopia, look at various types of art and create a project that represents their view
  - Guide It – look at what it means to be a leader – communication skills, courage, confidence, character and ethics and then lead others in a Girltopia topic
  - Connecting Together - covers rights (global girls’ bill of rights), ceremony, belonging, cooperation, teamwork, networking
  - Take Action – service vs. action, sustainability of projects, steps to complete their Take Action project

What do they earn and how do they earn them?
- Senior Visionary Award – 3 parts of the award
  - Create it – complete a Girltopia art project and share it – pages 20-27 have ideas
  - Guide it – guide others through a Girltopia topic – could be a younger troop or each girl could lead the topic at their troop meeting
  - Change it – complete the 12 stages of the Take Action process – page 80

Possible Field Trips or Community Partners
- Visit art museums, galleries, studios or artists – learn about women artists and how to express one’s vision through various mediums.
- Explore various plays or other art forms focusing on women’s issues or utopian societies.
- Visit sites for your Take Action Project.

Additional Programming Ideas for Troop Meetings
- Research others’ views of Utopian Societies – various artists’ versions, books, movies.
- Write a letter of appreciation to a woman leader or mentor.
- Hold an art show so that others can view the girls’ Girltopia art projects.
- Most a Leadership Talk Show – described on page 33 of girl book.
- Create slogans that represent their Girltopia vision – put on buttons or bumper stickers or t-shirts.
• Recruit potential role models that can help girls on journey (especially good for the Guide It and Connect sections).
• Have a Japanese Tea Ceremony.

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.
• Website Designer – Use the skills gained in this badge to create a virtual art show for your Create It! project.
• Troupe Performer – Write a play for your Create It! project.
• Collage – Make a collage for your Create It! project.

Other Thoughts or Helpful Hints
• This is in 8 samples sessions.
• Includes information on writing press releases – Troops can always practice writing press releases. If you wish to send your press release, keep the following in mind: For large stories or major city papers/other major media sources (i.e. radio & television), please turn any press releases or stories in to the council PR department for review. For local neighborhood news/church, bulletins/etc., it is recommended to confer with the Brand and Marketing department but not required.
• In the Journey section of the Girl Scout website, you will find additional resources to help you.

Note to Leaders and Mentors: By this time in the Girl Scout experience almost everything should be girl-led. We recognize that girls in high school are very busy and have many activities going on. The time girls spend on their Take Action Project is less important than their having a meaningful opportunity to progress through the steps of identifying, planning and doing a project. So make use of the coaching steps spelled out in the Take Action Planning Chart in the leader guide. The learning that takes place along the way is what will benefit girls now and all their lives. A simpler version of the planning chart is also available on page 80 of the girl book.