



Short and Snappy

Learning Opportunity for Volunteers

Introduction to Journeys

35-45 minutes

Journeys are a main component of the Girl Scout Leadership Experience ... and are fully customizable to your girls' interests and needs!

Journeys help foster the **three keys** of the Girl Scout Leadership Experience (GSLE):

Discover: Girls find out who they are, what they care about, and what their talents are.

Connect: Girls collaborate with other people, locally and globally, to make a difference in the world.

Take action: Girls do something to make the world a better place.

The **three processes** are the “how” of the GSLE:

Girl-led: Girls are included in all aspects of the troop decision-making process. They govern the direction the troop takes.

Learning by doing: Girl Scout activities are hands-on and include an evaluation or reflection component so girls can discuss what they experienced.

Cooperative learning: Girls work together to achieve common goals, each using her own skills and talents for the good of the group.

Three different Journey series provide three different experiences the girls can choose: *It's Your World – Change It!*, *It's Your Planet – Love It!*, and *It's Your Story – Tell It!*

Journey book sets include a how-to guide for adults and a girl book for each program age level. The first half of the adult guide includes general Girl Scout information; the actual Journey activities start halfway through the book (around page 20) with sample sessions. And that's where the fun begins!

The girl Journey book is just that – for girls, designed for them to take

What is a Short and Snappy?

- These short trainings can be provided at a service unit meeting or reviewed individually.
- Any interested volunteer may lead or study a Short and Snappy.
- Short and Snappys are usually 10-45 minutes in length.

What you'll need

- Short and Snappy outline
- Adult and girl Journey books
- Grade level Journey map (if available)
- Girl's Guide to Girl Scouting (if available)
- Projector/laptop and Volunteer Toolkit login
- Scavenger Hunts and key (attached)
- Diving In worksheets
- **Things to remember**
- Stay within the allotted time.
- If you don't know the answer, seek the correct answer from the appropriate support person.

Questions? Comments?

Contact training@sdgirlscouts.org
www.sdgirlscouts.org

home, read through, do the individual activities, etc. Always remember that the girl book and adult guide do not follow each other page by page, though some activities in the adult guide focus on certain pages of the girl book.

The actual Journey program and sample sessions are all in the adult guide. Girls should bring their books to meetings in case the meeting does include any of the group activities in the girl book.

Feel to incorporate badge work into the Journeys. This is a great way for girls to grow as leaders while learning different skills. Journeys and *The Girl's Guide to Girl Scouting* (informally known as the "Badge Book") complement each other. There are instructions in *The Girl's Guide to Girl Scouting* for incorporating each badge into Journeys.

Activity: Start with a quick scavenger hunt — about seven minutes — to become familiar with the adult Journey guides and girl books. Participants can work in teams, especially if there is a limited number of books.

Have teams find:

- Discover, Connect and Take Action Awards
- Table of contents
- Suggested snack for the meeting
- An activity in the girl books

Come back together and have each team share which Journey they were working on and what activity they came up.