

DAISY BADGE/JOURNEY OVERVIEW

Grades: K-1



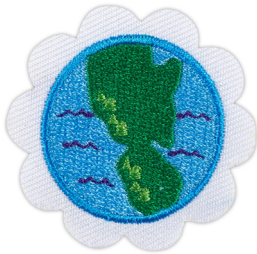
BUDDY CAMPER BADGE

Camping is an adventure! You play in nature, eat outside, and sleep under the stars with your family or buddies—your buddies could be the girls in your troop, or other friends. You sing songs, toast marshmallows, and might see fireflies at night. Are you ready to go camping?

Steps:

1. Help plan a camping trip
2. Help pack for your trip
3. Go camping

Purpose: When I've earned this badge, I'll know how to go camping—at a campsite or in a backyard—with my family or friends.



GOOD NEIGHBOR (COMMUNITY BUILDING)

Groups of people are called communities. You're part of lots of communities! Your Daisy troop is one and so is your class at school. You can help your communities by being a good neighbor. Find out how in this badge.

Steps:

1. Explore your school
2. Discover your city or town
3. See what makes your state special

Purpose: When I've earned this badge, I'll know more about the communities I belong to—and how the people in my communities work together to be good neighbors to each other.



LEAVES: COUNT IT UP

When you take part in the Girl Scout Cookie Program, you are helping with the largest business run by girls in the whole world. When you earn the Money Counts leaf, you learn about how much coins and bills are worth. Now use what you know as you ask customers to buy your cookies!

Steps:

1. Find out what cookies cost
2. Learn about different kinds of cookies
3. Set a sales goal

Purpose: When I've earned this badge, I'll know how my cookie money adds up.



LEAVES: MAKING CHOICES

There are things we need, and there are things we want. Both cost money! Let's find out the difference.

Steps:

1. Find out the difference between needs and wants
2. Try setting a goal to save for what you want
3. Help others with what they need and want

Purpose: When I've earned this badge, I'll know more about how to make choices about using money.



LEAVES: MONEY COUNTS

You can use money to buy things. You can use it to help other people, too. Let's find out more about money!

Steps:

1. Understand different kinds of coins
2. Know more about paper money
3. Find out the cost of fun

Purpose: When I've earned this badge, I'll know more about money and what it's worth.



LEAVES: TALK IT UP

When you take part in the Girl Scout Cookie Program, you are helping with the largest business run by girls in the whole world. When you earn your making Choices leaf, you learn to figure out your needs and wants. Now use what you know as you sell Girl Scout Cookies!

Steps:

1. Decide how to use your cookie money
2. Talk about how to use cookie money to help others
3. Inspire your customers

Purpose: When I've earned this badge, I'll be able to decide how to best use my cookie money.



MECHANICAL ENGINEERING: BOARD GAME DESIGN CHALLENGE BADGE

In the Board Game Design Challenge, Daisies create board games and learn that people who invent new things are called inventors.

Steps:

1. Come up with an idea for your board game
2. Design a spinner for your game
3. Test your game and make it better

Purpose: When I've earned this badge, I can give service by making a new game for my friends or family to play.



MECHANICAL ENGINEERING: MODEL CAR DESIGN CHALLENGE BADGE

In the Model Car Design Challenge, Daisies learn about engineering and friction by building and testing a model car. Daisies learn how to design and test new things they invent.

Steps:

1. Design and build model cars
2. Use model cars to test the friction of different surfaces
3. Race your cars!

Purpose: When I've earned this badge, I can give service by telling other people what I learned about force, friction, and fair tests.



MECHANICAL ENGINEERING: ROLLER COASTER DESIGN CHALLENGE BADGE

In the Roller Coaster Design Challenge, Daisies learn about engineering and motion by building and testing a roller coaster. Daisies explore how roller coasters work and how to design, build, and test a new product.

Steps:

1. Make a simple roller coaster car
2. Build a model of a roller coaster
3. Test your roller coaster

Purpose: When I've earned this badge, I can give service by teaching someone else what I've learned about engineering.



OUTDOOR ART MAKER BADGE

From blue sky to a bird's song, nature can give you lots of ideas for art! Get ready to explore the outdoors and use what you see and hear to make different kinds of art projects.

Steps:

1. See the colors of nature
2. Hear the sounds of nature
3. Share your outdoor art

Purpose: When I've earned this badge, I'll know how to look at nature like an artist and make my own outdoor art.



PETAL: CLOVER-USE RESOURCES WISELY

When I've earned my Clover petal, I will know how to use resources wisely, just like Clover.

Steps:

1. Enjoy "Clover's Story" then talk about it
2. Make a collage using old magazines or postcards
3. Practice being resourceful



PETAL: GERRI - RESPECT AUTHORITY

When I've earned my Gerri petal, I will know how to respect authority, just like Gerri the Geranium.

Steps:

1. Enjoy Gerri's Story then talk about it
2. Visit someone who has authority in your community, such as a police officer, fire fighter, or your school principal
3. Practice respecting authority



PETAL: GLORIA - RESPECT YOURSELF AND OTHERS

When I've earned my Gloria petal, I will know how to respect myself and others, just like Gloria the Morning Glory.

Steps:

1. Enjoy Gloria's Story then talk about it
2. Invite an older Girl Scout to talk to your troop about ways to respect yourself and others
3. Practice respecting yourself and others



PETAL: LUPE - HONEST AND FAIR

When I've earned the Lupe petal, I will know how to be honest and fair, just like Lupe the Lupine.

Steps:

1. Enjoy "Lupe's Story" then talk about it
2. Act out the story with your Daisy friends—each girl can take a different part
3. Practice being honest and fair



PETAL: MARI - RESPONSIBLE FOR WHAT I SAY AND DO

When I've earned my Mari petal, I will know how to be responsible for what I say and do, just like Mari the Marigold.

Steps:

1. Enjoy the "Mari's Story" then talk about it
2. With your Daisy friends, act out different ways to be responsible during the day—from the time you wake up to the time you do to bed!
3. Practice being responsible for what you say and do



PETAL: ROSIE - MAKE THE WORLD A BETTER PLACE

When I've earned my Rosie petal, I will know how to make the world a better place, just like Rosie the Rose.

Steps:

1. Enjoy "Rosie's Story" then talk about it
2. Act out the story with your Daisy friends
3. Practice making the world a better place



PETAL: SUNNY - FRIENDLY AND HELPFUL

When I've earned my Sunny petal, I will know how to be friendly and helpful just like Sunny the Sunflower.

Steps:

1. Enjoy "Sunny's Story" then talk about it
2. Make a mural based on Sunny's Story with your Daisy friends
3. Practice being friendly and helpful



PETAL: TULA - COURAGEOUS AND STRONG

When I've earned my Tula petal, I will know how to be courageous and strong, just like Tula the Tulip.

Steps:

1. Enjoy "Tula's Story" then talk about it.
2. Make an art gallery celebrating women who are courageous and strong
3. Practice being courageous and strong



PETAL: VI - BE A SISTER TO EVERY GIRL SCOUT

When I've earned my Vi petal, I will know how to be a sister to every Girl Scout, just like Vi the Violet.

Steps:

1. Enjoy Vi's Story then talk about it
2. Create a mural about girls around the world with your Daisy friends
3. Practice being a sister to every Girl Scout



PETAL: ZINNI - CONSIDERATE AND CARING

When I've earned my Zinni petal, I will know how to be considerate and caring, just like Zinni the Zinnia.

Steps:

1. Enjoy Zinni's Story then talk about it
2. Come up with ideas of how to be like Zinni
3. Practice being considerate and caring



ROBOTICS: WHAT ROBOTS DO BADGE

In What Robots Do, Daisies learn about robots and draw robots that solve everyday problems, both on their own and as a group. Girls learn about the many things robots are used for and begin to learn the process engineers use to design a robot. This is the first badge in the Daisy Robotics badge progression.

Steps:

1. Learn about robots
2. Find out what robots can do
3. Team up to design your own robots

Purpose: When I've earned this badge, I can give service by sharing what I learned about robots with my family and friends.



ROBOTICS: HOW ROBOTS MOVE BADGE

In How Robots Move, Daisies are introduced to the basic parts of a robot and programming through activities that explore introductory computer science and computational thinking. Daisies discover how robots act on instructions and create their own programs for everyday activities. Girls should earn the What Robots Do badge before the How Robots Move badge.

Steps:

1. Learn about the parts of a robot
2. Find out how robots move
3. Make a robot move

Purpose: When I've earned this badge, I can give service by sharing what I learned about programming with my family and friends.



ROBOTICS: DESIGN A ROBOT BADGE

In Design a Robot, Daisies design a prototype of a robot. They define a problem that their robot can fix, brainstorm what features and parts their robot might need, design their robots, and build prototypes. Daisies also share their robots with one another to learn about giving and receiving feedback. Girls should earn the What Robots Do and How Robots Move badges before earning the Design a Robot badge.

Steps:

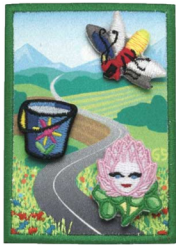
1. Plan your robot
2. Create a prototype
3. Get feedback on your robot

Purpose: When I've earned this badge, I can give service by sharing with others how to build a robot prototype or how programs work.



IT'S YOUR STORY—TELL IT! 5 FLOWERS, 4 STORIES, 3 CHEERS FOR ANIMALS JOURNEY AWARD

By learning how to take care of animals, Daisies also learn to take care of themselves. On the 5 Flowers, 4 Stories, 3 Cheers for Animals! Journey, girls may visit a farm or a zoo, then share what they've learned in a puppet show, on a mural, or in a story they write themselves.



IT'S YOUR PLANET—LOVE IT! BETWEEN EARTH AND SKY JOURNEY AWARD

In Between Earth and Sky, Daisies learn about nature by visiting parks, talking to experts, and making origami butterflies. Then they take action to protect the Earth and help their communities by doing art projects, planting trees, or creating a garden.



IT'S YOUR WORLD — CHANGE IT! WELCOME TO THE DAISY FLOWER GARDEN JOURNEY AWARD

In Welcome to the Daisy Flower Garden, Daisies learn about the Girl Scout Promise and Law while planting a mini garden, composting, or even talking to a beekeeper. Then they do a project using their new skills to help others or to improve their communities.



OUTDOOR JOURNEY AWARD

The Daisy Outdoor Journey consists of two badges-Outdoor Art Maker and Buddy Camper —and the completion of a Take Action project designed by the troop.



THINK LIKE AN ENGINEER JOURNEY AWARD

Daisies are introduced to the Design Process in this Think Like an Engineer Journey, they'll build a Fairy House, and learn why it's important to help others. Daisies design a Puff Mobile, a car powered by air, in a hands-on Design Challenge, and complete a Take Action project designed by the troop.



THINK LIKE A PROGRAMMER JOURNEY AWARD

In this journey, Daisies complete building challenges where they learn that failure is not a reason to give up. Instead, failing at a task gives you the information you need to change course and ultimately succeed. This approach to problems is known as persistence. Girls who learn how to persist, even when they're learning something hard, will be more likely to succeed as they take on more computational thinking challenges.

Daisies explore using a common language, or a code, to give clear instructions. Girls will practice creating programs to navigate stuffed animals along a tape trail. Once they understand the language, they can begin to “program” one another to go through the trail. Daisies complete a Take Action project designed by the Troop.



THINK LIKE A CITIZEN SCIENTIST JOURNEY AWARD

Daisies learn why it's important for scientists to use observation, develop their own observation skills through hands-on activities, and are introduced to citizen science. Daisies take notes about butterflies in the room and learn about collecting and analyzing data. Girls also choose a citizen science project to participate in and design a Take Action project.