Your Voice Your World: The Power of Advocacy

Supplies and resources for the whole Journey
- Girl Scout Ambassador Adult Guide
- Girls Book.
- Poster Paper (big paper to write a bunch of ideas on)
- Pens, Pencils, markers
- Lunch and Dinner
- Craft Supplies to make something to represent the pitch that they choose (under Prepare to communicate with the community)

Introduce the day with an exploration of the meaning of advocacy and the value of it in their lives.
- Say: “How often have you seen something that really needed to be changed and wondered, “Why isn’t someone doing something about that?” This journey gives Girl Scout Ambassadors a way to be that someone—an advocate with the power to start the first flutter of real and lasting change. While creating their own “butterfly effect,” they’ll gain an array of skills—such as networking, planning and learning to speak up for what they believe—that will benefit them as they prepare for life beyond high school.”
- Overview of the Journey. (Script on page 38 of the Girl Scout Ambassador Adult Guide.) Talk to the girls about the full force of advocacy.
- 8 Steps to Advocacy (Script on page 38 of the Girl Scout Ambassador Adult Guide.)
  - If all 8 steps are followed this leads to the prestigious Girl Scout Advocate Award.
- Come up with a Team Agreement. (Make a visible chart.)
  - Ideas on how they will respect others throughout this Journey.
  - Closing Ceremony: A is for Advocates (optional)
- Ask the girls to do p. 34 of the Girls’ Journey Guide then discuss
- Ask all of the girls to turn to p. 22 of the Girls’ Guide, read and do the “Make it Yours” reflection
- Do p. 26-27 in the Girls’ guide as a group

Introducing the Interest Project (or any other relevant Interest Project the girls may be interested in) which will introduce them to advocating for change.
- Read p. 35 in the Adult Guide
  - “Advocates in Pop Cultures”
- Ask the girls to read p. 23 of the Girls’ Guide
  - If the girls have access to a computer then allow them to look up more information about the women on p. 23
- Ask the girls to read p. 8 in the Girls’ Guide
  - If the girls have access to a computer then allow them to look up more information about the women on p. 8
- Get the girls thinking about how they want to work in reference to advocating for an issue an (i.e.as a GS Troop or group of 2 etc.) and also get the girls thinking about an issue they would like to work on by having them look on p. 10-11 if the Girls’ Guide

Begin to look at an advocacy issue of interest to them.
- Community Connection and Community Pretzel (Script on page 44 of the Girl Scout Ambassador Adult Guide.)
- Ask a girls to read p. 46 of the Girls’ Guide out loud and discuss
- Do p. 44-45 in the Girls’ Guide
**Practice public speaking** while promoting cooperation and team building.

- Reflection and Decision. Coinciding Activity on page 43 of the girls’ book. (Script on page 46 of the Girl Scout Ambassador Adult Guide.)
- Public Speaking and the Girl Scout Law (Script on page 46 of the Girl Scout Ambassador Adult Guide.)
- If time allow the girls to have some persuasive fun with “A Is for Acting, As in Improv” activity on page 47 of the Girl Scout Ambassador Adult Guide.

**Lunch: Use the recipes in p. 24 of the Girls’ Guide**

**Take the girls on a field trip** to visit the local city hall or a local non-profit or visit a college or university. More details can be found under “Roadside Attractions” on page 13 of the Girl Scout Ambassador Adult Guide.

- Discuss pros and cons of recent policy decisions that affect the girls.
- Create a debate: Divide the girls up into two groups. One group will agree with the policy decision and the other would disagree.

**Explore the butterfly effect** and begin to examine the time they need to carry out their advocacy journey.

- The Butterfly Effect (Script on page 50 of the Girl Scout Ambassador Adult Guide.)
  - Play this game with silly Chains of effects starting with “I text my best friend Mary”... To a more serious issue like “I told a friend about an animal shelter that takes dogs of the streets and puts them in nice homes”.
- Time Crunch (Script on page 52 of the Girl Scout Ambassador Adult Guide.)
- Optional Closing Ceremony

**Allow girls the option to talk and use resources to research their issues.** (Library)

- Researching the Issue (Script on page 53 of the Girl Scout Ambassador Adult Guide.)
  - Do p. 39 in the Girls’ Guide
  - p. 36-47 in the Girls’ Guide will help with be a great source for the girls during this activity
- Time Crunch and the Power of Multitasking (Script on page 53 of the Girl Scout Ambassador Adult Guide)
- Starting the Research (Script on page 54 of the Girl Scout Ambassador Adult Guide.)
- Take an Assessment Break (Script on page 55 of the Girl Scout Ambassador Adult Guide.)
- Closing Optional however, do encourage girls to get additional information outside of the GS
  - Troop meetings. Also assign someone to make calls and remind girls to bring their research notes and ideas to the next GS Troop meeting.

**Pizza Party for dinner!** Use this time to allow girls to catch up on what they have and to also do a “Take 5” Activity

- Meet up and discuss progress so far
  - May want to have food
- Closing
  - Discover Your Inner Child page 55 of the girls’ book
  - Do p. 56 of he Girls’ Guide
Evaluate research
- Brainstorming Solutions: Ask girls to do p. 82 in the Girls’ Guide

Understand how building a network is beneficial to their progress
- Taking Points (or Scripting the Message) (Script on page 60 of the Girl Scout Ambassador Adult Guide.)
- Connecting The Dots (Script on page 61 of the Girl Scout Ambassador Adult Guide and the girls can use p. 60-61 in the Girls’ Guide)
- Who’s on Their Lists? (Script on page 61 of the Girl Scout Ambassador Adult Guide.)
- Take 5: Six Degrees of Separation (Script on page 62 of the Girl Scout Ambassador Adult Guide.)
- Close (Script on page 62 of the Girl Scout Ambassador Adult Guide.)
  - Team Builder “Building a Network”

Prepare to communicate with the community
- Optional Opening Ceremony (Script on page 66 of the Girl Scout Ambassador Adult Guide.)
- VIPs (Possible Partners) and Power (Script on page 66 of the Girl Scout Ambassador Adult Guide.)
  - Divide into two teams and play jeopardy using the information on p. 72 of the Girls’ Guide
  - p. 66-73 in the Girls’ Guide (p. 69 will help the girls decide who they need to approach)
- Joys and Jitters of Public Speaking (Script on page 67 of the Girl Scout Ambassador Adult Guide.)
- Perfect Pitch (Script on page 67 of the Girl Scout Ambassador Adult Guide.)
  - Girls can look on p. 74-85 (p. 78-79 in the Girls’ Guide has a list of speaking tips, ask girls to do p. 80 in the Girls’ Guide for a way to map out their pitch, p. 86-89 for “Talking Tips”)
- Perfecting the Real Pitch (Script on page 69 of the Girl Scout Ambassador Adult Guide.)
  - Be sure the girls use the next meeting times to advocate their issue.
- Make bumper stickers, a banner, a commercial or t-shirts with a highlight from the perfect pitch
- Make sure the girls are going to use time out of the meetings to advocate their issue.
- Looking ahead to the next meetings (Script on page 70 of the Girl Scout Ambassador Adult Guide.)

Follow up meetings for after the Journey Day:

Instead of meeting up together allow the girls to meet and network with their potential partners, if some have not already done so. (When not able to meet in person set up a time for a virtual meeting i.e. girls’ updates can be monitored on a private yahoo group or Facebook group made just for them with the option of logging in to chat).

If more time is needed instead of meeting up allow the girls to continue to meet with VIP’s. Also
remind the girls to give Thank You letters to those who opted not to join in on the cause. *(When not able to meet in person set up a time for a virtual meeting i.e. girls’ updates can be monitored on a private yahoo group or Facebook group made just for them with the option of logging in to chat).*

**Close the Loop and Plan a Celebration**

- Assessing the Pitch (Script on page 74 of the Girl Scout Ambassador *Adult Guide*.)
- Capture the Effort and Passing It On (Script on page 75 of the Girl Scout Ambassador *Adult Guide*.)
- What’s Next (Script on page 76 of the Girl Scout Ambassador *Adult Guide*.)
- Planning a Closing Ceremony (Script on page 77 of the Girl Scout Ambassador *Adult Guide*.)
  - If time does not allow again use this time for a virtual meeting.

**Recognize their influence, motivate others, and celebrate!**

- Opening Ceremony (Optional)
- Reflecting on the Journey (Script on page 80 of the Girl Scout Ambassador *Adult Guide*.) Then ask the girls to do p. 92-93 in the Girls’ Guide
- Capturing the Effort and Passing It On (Script on page 80 of the Girl Scout Ambassador *Adult Guide*)
- Favorite Inspirations (Script on page 81 of the Girl Scout Ambassador *Adult Guide*.)
- Award Ceremony (Script on page 81 of the Girl Scout Ambassador *Adult Guide*.)
- C is for… (Script on page 81 of the Girl Scout Ambassador *Adult Guide*)