KISS Notes for *5 Flowers, 4 Stories, 3 Cheers for Animals!*

Planning to guide your troop on a Daisy Journey? KISS (Keep It Short and Sweet) Notes for the Girl Scout Daisies *5 Flowers, 4 Stories, 3 Cheers for Animals!* Journey are a helpful resource. Through this Journey, Daisies will earn three awards: **Birdbath Award**, **Red Robin Award** and **Tula Award**. Daisies earn these awards by learning to care for animals and themselves.

The purpose of KISS Notes is to provide an overview of the Journey your girls have chosen. On the following pages you will find a snapshot of the Journey sessions corresponding with each award in this Journey. There are three types of activities for each session: Active Discussion, Hands-on Activity and Guest Speaker/Side Trip. Choose one or more activity from each category to achieve the session goal. As girls successfully meet the session goals, they will earn the Journey Awards and benefit from the Girl Scout Leadership Experience. At the end of the booklet you will find some helpful hints for planning the Red Robin Project*. Look in the Adult *How-To Guide* and the *Girl Book* for in-depth details on the Journey, more ideas for activities and more information on how each award is earned.

Remember:
1. **Use your imagination! It's your Journey! Customize it with input from your girls**
2. If you haven't already, watch this six-minute video that takes a lighthearted approach to showing how adults partner with girls during the Girl Scout Leadership Experience: **http://www.youtube.com/watch?v=qnStDynsIng&feature=youtu.be**
3. The sample sessions in the Adult *How-To Guide* provide a framework for exploring the Journey. Troops are free to modify or substitute activities
4. It is not necessary to do every suggested activity in a session, but the leader is responsible for ensuring that girls achieve the session goals
5. You may wish to use the same sample session over the course of two or more meetings. "Session" does not equal "meeting"
6. You do NOT have to do everything yourself! Connect with parents, other community members and older Girl Scouts for help
7. Girl Scout Journeys come to life when troops make the Journey experience their own. Girls and Adults customize Journeys by taking advantage of a variety of resources:
    a. ***Trips and Tours 2009***: a great resource Girl Scouts can use to find ideas for trips and tours in and around the state of Missouri. Ask for a copy of this book in the Emerson Resource Center
    b. Local experts or organizations who can build on the Journey theme
8. During the Journey, you can supplement activities using the Daisy *Girl's Guide to Girl Scouting* to explore the Girl Scout Law and earn petals and leaves such as:
    a. Zinni - Considerate and Caring
    b. Gloria - Respect Myself and Others
    c. Mari – Responsible for What I Say and Do
    d. Making Choices Leaf - Know more about how to make choices about using money
9. Use the **Journey Session Worksheet** at the end of the KISS Notes to organize and plan your troop meetings
10. The Adult *How-To Guide* provides helpful discussion prompts, detailed activity descriptions and different options for the Journey
11. The *Girls' Book* provides fun, engaging content ranging from fictional tales, games and puzzles to real-life stories about women. Girls can participate and learn from these activities in any Girl Scout Pathway (e.g. troop, event or series)
12. GSUSA provides an interactive map you can use to customize your Journey. The map will provide you with ideas for including your other Girl Scout activities in your Journey. The map can be found here: **http://www.girlscouts.org/program/journeys/maps.asp**

Need more help? Contact the Emerson Resource Center. This mini library has all your Journey resource needs.

Award	Journey Session	Active Discussions	Hands-on Activities	Guest Speaker	National Leadership Outcomes
Bird Bath Award Daisies earn this award when they learn to care for animals and themselves.	Session 1 (p. 28-35) **Starting our Animal Adventure** Goal: Daisies identify ways they can care for animals.	• *Animals Around the World* begins with a discussion about the Bald Eagle and its significance to the United States • *Story Time: "Welcome to Animal Adventure"* - Girls discuss different ways people care for animals, write down the answers and put them in the bird bath • Girl Scout Promise	• Draw a Team Animal Mural to remind the girls of the animals they learn about along the Journey • Create a papier-mâché Bird Bath • Model a papier-mâché Red Robin	**Animals Safe and Sound:** Invite a veterinarian or animal shelter worker to discuss ways people in your community can care for animals, so the girls can educate and inspire others.	Daisies will **Discover** critical thinking and positive values when they recognize that others' thoughts and feelings are different than their own and the choices they make can affect others and the environment. Daisies **Connect** when they develop healthy relationships in a diverse and multicultural world by demonstrating helpful, caring behavior. Daisies **Take Action** to make the world a better place when they recognize they can act on the behalf of others and themselves.
	Session 2 (p. 36-43) **Caring that Counts** Goal: Girls learn that caring for an animal is like caring for themselves.	• *Animals Around the World* (Lion: Iran) • *Story Time: "A Purr-fect Surprise in the Garden"* - Girls discuss how they feel about the story	• Design a Red Robin nest • Draw a Lion on the Team Animal Mural		
	Session 3 (p. 44-49) **Tail Tales** Goal: Girls use their imagination to continue exploring how the needs of animals are similar to their own.	• *Animals Around the World* (Robin: Great Britain) • *Story Time: "The First Stories"* - Girls discuss how Robin became red in the story and what makes each girl special • *Animal-Care Ideas* - Girls discuss different ways they can care for animals	• *Role-play: Choices, Choices* - Allow the girls to decide the best way to care for animals • Pretend to be birds *(Fly, Fly Away)* • Draw a Robin on the Team Animal Mural		
	Session 4 (p. 50-61) **All Creatures, Great and Special** Goal: Girls learn how animals, like people, are unique.	• *Animals Around the World* (Cheetah:Kenya) • *Story Time: "The First Stories (continued)"* - Girls make up a story; each girl adds her own part • Toward the *Red Robin Project** - Remind the girls how they will fly out, like robins, to teach others about the importance of animal care	• Draw a Cheetah on the Team Animal Mural • Present the Bird Bath Award • Create a *Fantastical Animal Flip Book* - Girls are reminded that animals, like people, are unique • Learn the *Busy Squirrels Song and Dance*		

Award	Journey Session	Active Discussions	Hands-on Activities	Possible Side Trips	National Leadership Outcomes
Red Robin Award Daisies earn this award when they use their new knowledge and creativity to teach others how to care for animals.	Session 5 (p. 62-67) **Out and About with Animals** Goal: Girls learn more about the day-to-day needs of animals while preparing to teach others about animal care	• *Animals Talk and So Do We* - Girls are reminded that all animals communicate differently; discuss the different ways they've heard animals communicating	• Participate in the *Sounds of Nature Walk* - Listen to different ways animals communicate • *Role-play: What Animal Am I?* - Girls act out animal sounds they heard on the nature walk	• St. Louis Zoo • Purina Farms • Local Farm • Humane Society or your local animal shelter • Wolf Sanctuary • Missouri Conservation Department NE Regional Office • Dickerson Park Zoo	Daisies **Discover** when they demonstrate increased interest in learning new skills. Daisies **Connect** with others when they develop healthy relationships through communicating their feelings and recognizing that it is okay to be different. Daisies **Take Action** when they learn to become resourceful problem solvers when learning the basics of planning a project. Daisies will feel empowered to make a difference when they feel their actions and words are important to others.
	Session 6 (p. 70-81) **A Postcard is Worth a Thousand Words** Goal: Girls begin to focus on specific animal needs in their communities.	• *Animals Around the World* (Donkey: Mexico) • *Story Time: "Zinni's Story"* - Girls discuss the different animals Zinni discovers on her trip • Prepare for *Red Robin Project** - Identify and reach out to an audience	• *Create The Power of a Postcard* - Girls make postcards to spread the word about caring for animals • Draw a Donkey on the Team Animal Mural • *Comparing the Caring* - Girls focus on the animal needs in their community		
	Session 7 (p. 82-87) **Inspired by Animals** Goal: Girls begin to experience the good feeling that caring for animals gives them.	• *Animals Around the World* (Crane: Japan) • Girls discuss how the yoga moves made them feel • Girls brainstorm a Red Robin Project* using the planner and suggestions from the Adult *How-to Guide* on p. 75-81	• Create *"Gloria's Story"* origami cat • Draw a Crane on the Team Animal Mural • Practice yoga poses		
	Session 8 (p. 88-91) **What Animals Tell Us** Goal: Girls strengthen thier communication skills as they progress on their Red Robin Project.*	• *Animals Around the World* (Panda: Japan/China) • *Story Time: "Gloria's Story (continued)"* - Girls discuss how Gloria pretends to be a panda; girls role-play their favorite animal • Girls learn how advertisers use animals to sell products	• Use the power of advertising to create a Red Robin Project* • Practice the Red Robin Project* • Add a Panda to the Team Animal Mural		

Award	Journey Session	Active Discussions	Hands-on Activities	National Leadership Outcomes
Tula Award Daisies earn this award when they gain courage and confidence in teaching others about animal care. 	Session 9 (p. 92-95) **Teaching Others with Confidence!** Goal: Girls build their confidence by educating and inspiring others on animal care.	• Thinking ahead to the *Tula Award* - Girls discuss what they have learned about animal care and self-care and all the good feelings they have experienced on this Journey	• Present the *Red Robin Project** to girls' chosen audience (family members, classmates, school teachers, etc.)	Daisies **Discover** a strong sense of self when they recognize their strengths and abilities. Girls also discover positive values when they begin to understand the values inherent in the Girl Scout Promise and Law. Daisies **Connect** when they begin to work well with others and experience team building. Daisies **Take Action** to make the world a better place when they educate and inspire others to act.
	Session 10 (p. 96-103) **Many Skills to Learn** Goal: Girls understand how caring for themselves, and caring for animals, makes them feel.	• *Animals Around the World* (Elephant: Kenya, South Africa, Thailand, India) • *Caring for Animals Makes Me Feel* - Girls discuss how they now feel about caring for animals	• Draw and Elephant on the Team Animal Mural • Participate in the *Elephant Parade* • Read *"Mari's Story"* - Girls then play Backwards Bingo • Create an *Animal Mask* - Each girl creates a mask of her favorite animal • Prepare for the *Tula Award* and celebration - Ask the girls to think about what animal they want to talk about	
	Final Session (p. 104-109) **Celebrate our Learning!** Goal: Daisies celebrate what they've learned!	• *Animals Around the World* - Girls celebrate the Team Animal Mural • *Story Time: "Back in the Garden"* - Girls discuss ways they are like the flower friends • *The Journey's End* - Girls discuss how they have lived the Girl Scout Law through this Journey	• *Animal Riddle* - Girls name an animal and imitate it • Present the Tula Award - Daisies act out their new favorite animal and explain why caring for their animal is important	

Working on a Successful Red Robin Project

Girls Will:
- Do the planning
- Have the opportunity to work as a team
- Meet new people
- Share the fun information they've learned along their Journey
- Develop one, or more, creative ways to tell stories they've explored (song, dance, postcard, mural)
- Be empowered to advocate for taking care of animals by talking to, educating and inspiring others

*Examples of a Red Robin Project

The following examples are found in the *Adult How-To Guide* (p. 76):

→Animal-Care Fair: Daisies present a range of animal care ideas through the use of the creative mediums they explored along their Journey such as photos, murals, drawings, papier-mâché, etc.

→ Animal-Care Mural: Daisies present a new Team Animal Mural that includes each animal they have learned about and how the community should care for the animal

→Performance or Dance: Daisies perform a skit or dance teaching the audience about animal care girls have explored on their Journey

→Arts and Crafts: Daisies use the critters they created to describe what they learned on their Journey

- Project Search: Great ideas for a Red Robin Project can be found through an Internet search, for example, pinterest.com, www.makingfriends.com/ or forgirls.girlscouts.org

- Interactive Map: This interactive map is a great way for you and your girls to find inspiration for your Take Action Project. The map allows you to see what other girls, all over the world, are doing to make a difference. You can also contribute your own Take Action Project. Find the map at forgirls.girlscouts.org/map-it-girls-changing-the-world/

- Reach out through social meda: Join the Eastern Missouri Facebook Group, "Our Journeys Journal." Through this group you can connect with other leaders, share Journey ideas and use teamwork to develop new and exciting Journey projects. Join our **Facebook group**.

Use this worksheet to organize and plan each of your Journey Sessions

Journey Session Worksheet
Daisy (K-1) Brownie (2-3) Junior (4-5) Cadette (6-8) Senior (9-10) Ambassador (11-12)
(Circle appropriate grade level)

Activity/Event/Award	The 3 Leadership Key – Outcomes	Girl Scout Processes	Ways to Expand this Activity
	Circle outcomes girls will achieve	Circle processes girls will experience	Field trips, research, community service, etc.

The 3 Leadership Key – Outcomes

Circle outcomes girls will achieve

Discover
1. Girls develop a strong sense of self
2. Girls develop positive values
3. Girls gain practical life skills
4. Girls seek challenges in the world
5. Girls develop critical thinking

Connect
1. Girls develop healthy relationships
2. Girls promote cooperation and team-building
3. Girls can resolve conflicts
4. Girls advance diversity in a multi-cultural world
5. Girls feel connected to their communities locally and globally

Take Action
1. Girls can identify community needs
2. Girls are resourceful problem solvers
3. Girls advocate for themselves and others, locally and globally
4. Girls educate and inspire others to act
5. Girls feel empowered to make a difference in the world

Girl Scout Processes

Circle processes girls will experience

1. Girl Led
2. Learning by Doing
3. Cooperative Learning

Journey Helpers
Family/Friends Network

1.

2.

3.

Energy Break
Snack & Stretches

Ways to Expand this Activity
Field trips, research, community service, etc.

Materials/Supplies Needed