## Girl Scout Journeys & Girls Learning Environment and Energy (GLEE):
### Working together to build Girl Scout Leaders with Home Energy

<table>
<thead>
<tr>
<th>Home Energy Session Activity</th>
<th>Description</th>
<th>Three Keys to Leadership</th>
<th>Girl Scout Journey</th>
<th>Girl Scout Program Skill</th>
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</thead>
<tbody>
<tr>
<td><strong>Action Jar</strong></td>
<td>At the start of every session, the Action Jar Game gives Juniors the opportunity to assess their own individual energy saving actions and to see how much energy they are saving as a troop. It also gives Juniors a space to brainstorm solutions for any challenges they or their peers have run up against when trying to save energy.</td>
<td>Juniors <strong>discover</strong> the ways that they are engaging in energy saving and <strong>connect</strong> with their troop as they look at how much energy they’ve saved together. Juniors also <strong>take action</strong> by engaging in the energy saving behaviors they’re learning about.</td>
<td>It’s your world – Change it! It’s your planet – Love it!</td>
<td>Storytelling Healthy Living Do it yourself Craft</td>
</tr>
<tr>
<td><strong>Energy Activity Log</strong></td>
<td>Juniors keep track of the energy saving behaviors in between sessions with their Energy Activities Log.</td>
<td>It’s your world – Change it! It’s your planet – Love it!</td>
<td>Healthy living</td>
<td>Investigation</td>
</tr>
<tr>
<td><strong>Pledge</strong></td>
<td>At the end of each session, Juniors <strong>pledge</strong> to engage in a new home energy saving behavior they learned about during GLEE for a week.</td>
<td>Juniors <strong>discover</strong> the ways they feel they can impact the environment when coming up with their pledges, <strong>inspire</strong> their fellow troop members by committing to energy saving, and follow through.</td>
<td>It’s your world – Change it! It’s your planet – Love it!</td>
<td>Healthy living Practical life skills Do it yourself</td>
</tr>
</tbody>
</table>
### Scavenger Hunt

The **Scavenger Hunt** introduces Juniors to common energy users in the home while teaching them actions they can take to conserve energy.

Juniors **discover** how much energy various household appliances consume as well as ways they can **take action** to conserve energy.

- **Science and Tech**
- **Performance**
- **Storytelling**
- **Science & Tech**
- **Practical life skills**
- **Do it yourself**

### Vampire Energy Game

The **Vampire Energy Game** introduces Juniors to the concept of vampire energy—the energy used even when devices are off—and act out the process.

Juniors **discover** what vampire energy is and **connect** with their troop to understand the process.

- **Performance**
- **Storytelling**
- **Science and Tech**
- **Do it yourself**

### Energy Relay Race

The **Energy Relay Race** is a timed competition that asks Juniors to identify the most energy efficient way to interact with different household appliances. Juniors compete as teams to practice scenarios dealing with energy use in the home.

Juniors **discover** the ways they can conserve energy in their home by practicing some of these behaviors and **connect** with their troop by working as a team to complete these behaviors as quickly as possible. By practicing these behaviors as a group, Juniors are more likely to **take action**.

- **Performance**
- **Science & Tech**
- **Practical life skills**
- **Do it yourself**

### Role Play Activity

The **Role Playing Activity** gives Juniors a chance to practice having conversations with others about saving energy.

Juniors work in pairs to come up with responses for situations in which someone else wants to take an action that wastes energy. Pairs perform their skits for the whole troop.

Juniors **discover** ways of communicating about energy issues, **connect** with troop members to practice these conversations, and **take action** by trying out their new skills with the adults around them.

- **Performance**
- **Healthy living**
- **Storytelling**
- **Science and Tech**
<table>
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<tr>
<th>Activity</th>
<th>Description</th>
<th>Challenges</th>
<th>Skills</th>
</tr>
</thead>
</table>
| **Newscast**              | Towards the end of every session, Juniors film a GLEE Newscast on the topic they learned about that day. Juniors take turns being the interviewed energy experts, field reporters, newscasters, film crew, and director(s).                                                                                                                                      | Juniors discover their voice in front of a camera and learn how to make a newscast. Juniors connect with their troop to create the newscast as a team. Juniors take action by producing their newscast and sharing with their families. | It’s your world – Change it!  
It’s your planet – Love it!  
Practical life skills  
Do it yourself Investigation                                                                 |
| **Patch Ceremony**        | Patch Ceremony and Video Screening allow girls to reflect and celebrate their accomplishments.                                                                                                                                                                                                                                     |                                                                                                               | It’s your world – Change it!  
It’s your planet – Love it!  
Performance  
Digital Arts  
Storytelling  
Practical life skills  
Do it yourself Investigation                                                                 |

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GLEE content retrieved from: https://sites.stanford.edu/glee/

Journeys content retrieved from: http://www.girlscouts.org/program/journeys/

How to guide Girl Scout Juniors on Agent of change (2008), Girl Scouts of the USA  
How to guide Girl Scout Juniors on Get moving! (2009), Girl Scouts of the USA  
http://www.girlscouts.org/gsle