Snapshot of the Quest

SESSION 1
Discovering...

- **You:** Brownies join in a circle and, with a ball toss, introduce themselves and name their skills and qualities.
- **Values:** Brownies “go ELF” to search for values of the Girl Scout Law.
- **Family:** Each Brownie heads home to discover her family’s special qualities and the value of the Law that resonates most with her family.

SESSION 2
Discovering and Connecting...

- **In the Brownie Star Circle:** Brownies share their family discoveries and join in the first Quest ceremony, earning their first key.
- **By Teaming Up:** Brownies play cooperative games, then create their own Team Agreement.
- **With Family:** Brownies commit to leading a healthy-living activity with their families.

SESSION 3
Connecting and Taking Action...

- **Making a Circle Map:** Brownies explore how the “circles” of their lives grow outward: Me, Family, Girl Scouts, Community, World.
- **Posting Commitments:** In the map’s Family circle, Brownies post Commitment Cards noting their family’s healthy-living actions.
- **Caring for Community:** The Team expands its circle of caring through two stories—one real, one fictional—that serve as springboards to writing letters to a school or town official to seek a healthy-living improvement.
- **Earning the Second Key:** Brownies close with the Quest’s second award ceremony.

SESSION 4
Choosing a Take Action Project

- **Brownie Brainstorm:** Team members consider community places where they could Take Action to make a difference.
- **Brownie Team Trade:** The Team “goes ELF” while deciding on top ideas for taking action.
- **Brownie Plan:** The Team talks about preparations and materials they need to Take Action.
**SESSIONS 5 & 6**

**Taking Action and Making the World a Better Place**

Depending on the Brownies’ Take Action Project, these two sessions may overlap or combine so that you and the girls can select those activities that best fit your project schedule.

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**SESSION 5**

**Taking Action**

- **Brownies Get Busy:** Depending on their project, the Team creates a skit, gathers supplies or donations, learns about a community issue, etc.
- **Brownie Team Reflects:** The girls describe their project and their thoughts about it.
- **ELFing It Up:** Time permitting, the Team creates “what if?” endings to “The ELF Adventure” story, sings Brownie songs, or makes a gift to swap.

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**SESSION 6**

**Making the World a Better Place**

- **Wrapping Up:** Brownies conclude their efforts to reach out and make an impact in their community.
- **ELFing It Up One More Time:** Time permitting, the Team explores new endings/adventures for “The ELF Adventure,” makes healthy treats, tries the extra puzzles and activities in their Quest books, or creates a closing ceremony.
- **Meeting Juliette:** The Team considers how Juliette Gordon Low discovered, connected, and took action, and adds a note to her in their books.
- **Earning the Third Key:** Brownies take part in their third award ceremony.

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**SESSION 7**

**Unlocking the Code to Leadership: Celebration and Reflection**

(This celebration can take place at the end of Session 6 or be a separate Session 7 “event” with family and friends.)

- **Unlocking the Leadership Code:** Putting their keys together, Brownies find that when they Discover, Connect, and Take Action, they are leaders. They earn the Quest Award and add a “leadership commitment” card to their Quest books.
- **Cheers and a Big Send-Off:** The Team carries out its closing ceremony, reciting the Girl Scout Promise and Law, and sharing songs, memories, and stories of the Quest.