

Silver Award is the highest award a Cadette (6th, 7th and 8th grade) can earn. The Silver Award is earned by a small team of girls or individually. An adult volunteer (usually parent or troop leader) guides the Cadette(s) through the Silver Award process. Cadettes are encouraged to recruit a project advisor, who is an expert in the field/topic the Cadette has chosen for her project. There is a 45 minute interactive Silver Award on line workshop that the adult volunteers and Cadettes are encouraged to watch. And when possible we strongly recommend the two hour classroom style workshop. To earn this award each Cadette must complete one of the six Journeys listed and complete no less than 50 hours on her project. If working with a group of girls each girl must complete her own 50 hours. The first three Journeys have a girl book and leader guide. The three newest Journeys are found in your VTK. A Cadette has three years to complete her Journey and project with target date of September 15 (if not before) to submit the final report for those rising 9th graders who are working toward project completion, you have until September 15 to submit your final report. Reports are submitted to GSVSC headquarters in Roanoke and can be submitted on line.

- Scouts do not need pre-approval on their Silver Award project
- Girls submit separate final reports.
- Once you submit final report to GSVSC, they will in turn send you a confirmation. Use this as proof to purchase pins.

The six Cadette Journeys:

1. **It's Your World – Change – It: a Maze**

Life is a maze of relationships and this Journey has Cadette Girl Scouts maneuvering through all its twists and turns to find true friendship, plenty of confidence and maybe even peace. Girls can make “peacemaker kits,” learn about bullying behavior, and complete a Take Action Project that thrives on these relationship skills. While journeying through a Maze, girls have the option of earning three additional prestigious Girl Scout awards. To earn one, two or three, they can work as a team.

- a. **Interact Award** signifies that girls can advance peace in the world around them. To earn it, girls must complete 3 of the 9 challenges listed in the Interact challenges chart on pages 12 – 15 or in the girl book.
- b. **Diplomat Award:** A diplomat “possesses skills or tact in dealing with others.” To earn this award, Cadettes demonstrate that they can pass their relationship skills on to others through a Take Action Project. Ideas are in the girls’ book.
- c. **Peacemaker Award** invites girls to consider how the relationship skills they are exploring could create peace in the world. Girls are asked to collect “tools” they can use and pass to others.

Badges that are helpful in teaching the “It’s Your World – Change It: a Maze Journey” are: Digital Movie Maker, Eating for Beauty, Public Speaker, Science of Happiness, and Screenwriter.

2. **It's Your Planet – Love It: Breathe**

To engage the Cadette in the many aspects of air, this Journey calls into play all of

the senses. Air isn't just smelled, it's seen and heard. Often it can be felt and tasted, too. Air is everywhere in Breathe. Cadettes explore the air, they'll learn to assess air quality inside and out as they gain an aerial view of everything from cigarette smoking to noise to deforestation. Along the way, they'll try some scientific experiments and meet scientists, engineers, writers and artists, all of them working for Earth's air. Above all, Breathe inspires Cadettes to create "breathing room" to be leaders who use their flair to make a difference in the world. Along this Journey, Cadettes have the opportunity to earn three prestigious leadership awards that engage them in improving the world's air quality while also supporting and nourishing their own abilities as leaders who are aware, alert and able to affirm all they do.

a. Alert Award

- With their Cadette team choose an air issue to act on together. Learn as much as they can about it, use experts and write a statement that explains why it is important to educate and inspire others on the issue.
- Decide who to educate and inspire, this is their "Air Care Team" (ACT)
- Decide what they will ask their ACT to do. What call to action will they deliver as they educate and inspire.
- Decide how to reach their ACT to inspire them to act on their air issue. The medium and method are up to the girls. The goal is to engage all their senses and create a sustainable effort.
- Educate and inspire. Give their Act it's call to action. Feel the rewards of influencing others in a lasting way.

b. Affirm Award

- Gather proof of progress or improvement through their efforts to educate and inspire. What is the ACT doing to benefit air?
- Share the impact with their ACT. Contact a local media outlet or ask their library for display space.
- Get with their Cadette team and reflect on their efforts and their impact. Take time to talk it through. What will they do differently next time they decide to act for Earth?
- Affirm their commitment to strive to be an heir apparent for air and all of Planet Earth's elements.

c. Alert Award

- Identify the issue they want to take action on.
- Brainstorm all Alert project solutions.
- Assess resources – Create a plan and timeline.
- Publicize the alert project.
- Carry out the Alert Project and share results

Badges that are helpful: "Breathe," Book Artist, Woodworker, Special Agent, Trailblazing, Babysitter.

3. It's Your Story – Tell It: MEdia

Cadettes put the "me" in Media as the Journey encourages them to explore the great, big multimedia world around them and then remake media to better match the reality they know. Along the way, Cadettes become aware of the value of media, its

limitations and effect, and the power they have to lead and inspire others. On their Journey girls have the opportunity to earn three additional awards all of which build foundational leadership skills critical to moving up the Girl Scout ladder of leadership and becoming lifelong leaders. The Media Leadership Awards are:

- a. **Monitor Award:** To earn this award girls take stock of media in their world and the influence it has. They complete three activities that get them to hone in on the role media plays in their lives and the lives of those around them, plus one that considers media in their community.
- b. **Influence Award:** To earn this award girls understand the importance of having media reflect the realities of their world. They team up on a Media Remake Project to make media that better represents their reality.
- c. **Cultivate Award:** To earn this award girls have made a personal commitment to cultivate a new perspective on media. They challenge themselves to make a positive change in the way they use media in their lives, a change that they cultivate so it grows into full-fledged inspiration for others.

A good Media Remake Project

- Is doable in the time the girls and the adult team have
- Meets a genuine need girls identify in their community
- Enables girls to use their information and talent to make a difference in their community
- Engages girls in understanding the differences between “one shot” and “sustainable” and striving toward some degree of sustainability
- Is exciting, fun, and meaningful to do and to pass on to others (pages 64 + 65 in adult guide)

Badges that are helpful in teaching the Media Journey: Night Owl, Animal Helpers, Field Day, Entrepreneur, Netiquette

4. Outdoor Journey

- There is no girl or leader book
- Girls complete four Cadette GS Badges: Trees, Trailblazing, Primitive Camper and Leader in Action plus a related Take Action Project.

5. Engineering Journey

- There is no girl or leader book. Refer to your VTK for details
- Girls complete two Badges: Think Like An Engineer and Leader in Action plus a Take Action Project.

6. Computer Science Journey

- There is no girl or leader book. Refer to your VTK for details.
- Girls complete two Badges: Think Like a Programmer and Leader in Action plus a Take Action Project.

You want to ensure that the Take Action Project designed for either of the three new Journeys: Outdoor, Engineering and Computer Science is not the same as the girl's Silver Award Project.

A Take Action Project is very different from a Community Service Project. The community service project will help solve an immediate need such as a donation drive, but doesn't impact the root cause of the issue. The TAP helps solve an issue by discovering the cause and developing a project to affect or eliminate the root cause of the problem. A Take Action Project goes a step farther than just collecting, making and donating needed items, although this can be part of it. Community Service Projects stop when you stop, but Take Action Projects are continual and sustainable.

<https://trailhead.gsnorcal.org/community-service-projects-vs-take-actionprojects>

- Silver Award on line workshop

<http://onlinetraining.gsvsc.org/courses/silver>

- Silver Award classroom style workshop offered once a year, usually February. Refer to "Sky's the Limit" for location, date and registration details

- Final report: gsvsc.org "forms" – opens up to "Forms and Documents" #2733

- GSVSC staff support: info@gsvsc.org

2733 Girl Scout Silver Award Final Report

This form is for Girl Scout Cadettes who have completed their Silver Award project in order to officially record their achievement, and receive their certificate and badge.

The deadline to complete this form is September 15th following a girl's graduation from 8th grade. The minimum number of hours required to earn a Silver Award is 50 hours for each girl. Exceptions will be made solely at the discretion of GSVSC Headquarters.

You will not be able to save your progress and return at any point during the completion of this form. Please be sure to read through the questions and be ready to answer all of them before you start.

Your Name *

Address *

Street Address

Address Line 2

City

Postal / Zip Code

Phone Number

 - -

##

Age *

School

Troop/Group Number

Service Unit (County)

Troop/Group Advisor *

Troop/Group Advisor's Phone Number *

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##

Troop/Group Advisor's Email *

Step 1: Go on a Cadette Journey!

Cadette Journey Completed *

Date Completed *

 / / 

Step 2: Identify issues you care about.

To solve a problem, you must first identify it. As part of our Silver Award process you investigated issues within your community that are important to you. What are four issues that you discovered and what impact do they have on your community?

Issue/Impact 1

Issue/Impact 2

Issue/Impact 3

Issue/Impact 4

Step 3: Build your silver award team.

Who are the members of your Silver Award team? How did each member of your team help you in your project? *

What does being a leader mean to you? *

What did you learn from the others who worked with you? *

Step 4: Explore your community.

How did you connect with your communities? What do you know now that you didn't know before? What did you learn from those around you? *

Attach a copy of the community map you created as part of step 4 to this report. *

No file chosen

Step 5: Pick Your Project

Title of Project *

Start of Project *

 / / 

MM DD YYYY

Completion of Project *

 / / 

MM DD YYYY

Girl Scout Silver Award Project Advisor *

First Last

Project Advisor Phone

 - -

####

Project Advisor Email

Step 6: Develop Your Project

State the problem you are addressing and who will benefit. *

What is the root cause of the problem? *

What is your solution for long-term impact? *

How is your solution sustainable? *

Step 7: Make a Plan and Put it Into Motion.

Attach a copy of the timeline, broken down by the hours spent on each part of the project, developed by you and approved by your supervisor. If silver award is a group project, timeline should indicate how each girl has contributed 50 hours to the project. *

Choose File No file chosen

Step 8: Reflect, Share Your Story, and Celebrate!

Discuss the reasons for selecting this project over the others you explored and discussed with your team or with yourself. *

What did you discover about yourself? How did you put your strengths, talents, and skills into action? *


What skills did you gain that help you as a person and a leader? *

What impact did your Take Action project have on your community? How will it go on past your involvement? *

How did you live by the Girl Scout Promise and Law? *

What did you do to share your story? *

When, if at all, is your Silver Award Ceremony scheduled?

 / / 
MM DD YYYY

To whom should we mail your Silver Award certificate and patch? *

First Last

*

Street Address

Address Line 2

City

State / Province / Region

Postal / Zip Code

Country