

	girl scouts	Badge Name	Girl Scout Level	Description	Funder
EMBARGOED UNTIL JULY 21, 2020 AT 9am ESTFor informational purposes only**					
BADGES					
Entrepreneurship					
1		Toy Business Designer	Daisy (Grades K–1)	Daisies learn to think like entrepreneurs by coming up with an idea for a new toy, then designing, testing, and refining it, and pitching their idea to friends and family using a poster or video they create.	Susan Bulkeley Butler
2		Budding Entrepreneur	Brownie (Grades 2–3)	Brownies learn to think like entrepreneurs by coming up with an idea that, from their perspective, makes life better. Then they create a model of it; share it and get feedback; make improvements; and pitch it to friends, family, or classmates.	
3		Business Jumpstart	Junior (Grades 4–5)	Juniors learn to think like entrepreneurs by creating a prototype for a product or service that solves a problem in their home or community. They get feedback from friends, family, community members, and/or future customers and revise their prototype, then they pitch their idea to friends, family, or classmates.	
4		Business Creator	Cadette (Grades 6–8)	Cadettes learn to think like entrepreneurs by creating a prototype for a product or service that solves a local, national, or global issue. They get feedback by organizing a focus group, conducting a survey, and/or using a SWOT analysis, then they revise their prototype, research competitors, and interview industry experts. They also create a business plan that covers costs, marketing strategy, and how they'll grow the business. Then they pitch their idea to friends, family, or classmates.	
5		Business Startup	Senior (Grades 9-10)	Seniors learn to think like entrepreneurs by coming up with an idea for a product or service that meets a need in the marketplace. They brainstorm and research ideas and connect with a startup expert, and they get feedback by organizing a focus group, researching competitors, interviewing local business owners, and/or using a SWOT analysis. They revise their prototype by researching industry trends, talking to industry professionals, and targeting their potential customer. They also create a business plan and think about producing and distributing their product or service. Finally, they pitch their idea to a marketing expert, finance professional, or friends and family, and learn about different options for funding a startup.	
6		Entrepreneur Accelerator	Ambassador (Grades 11–12)	Ambassadors learn to think like entrepreneurs by coming up with an idea for a product or service that improves something of interest to them. They conduct research and connect with a female entrepreneur and/or brainstorm ideas with a team. They develop a customer profile, conduct market research, and refine their prototype. They develop a business model to determine how they will create their product or service, operate their business, identify customers, make money, and reach their goals. Finally, girls pitch their idea to a marketing expert, finance professional, or friends and family, and learn about different options for funding a startup.	
STEM Career Exploration Badges					
7		STEM Career Exploration	Brownie (Grades 2–3)	Brownies dig into their own interests and consider future careers in STEM. They learn about six different STEM fields (computer science, nature/environment, engineering, design, health, and agriculture), exploring related careers and how they can make the world a better place through these careers. Finally, Brownies build their own possible career path, brainstorming steps they can take and how they can motivate themselves and share their goals with others.	IF/THEN, an initiative of Lyda Hill Philanthropies
8		STEM Career Exploration	Junior (Grades 4–5)	Juniors explore their career interests and connect them to jobs that can help them change the world. They learn about six different STEM fields (computer science, nature/environment, engineering, design, health, and agriculture), exploring related careers and how they can make the world a better place through these careers. Finally, Juniors build their own path to success, deciding on steps they can take and sharing their goals with others who can support their future career in STEM.	
9		STEM Career Exploration	Cadette (Grades 6–8)	Cadettes explore their career interests and connect them to jobs that can help them change the world. They learn about six different STEM fields (computer science, nature/environment, engineering, design, health, and agriculture), exploring related careers and how they make the world a better place through these careers. They also create a personal PSA to share with others how they want to make a difference in the world. Finally, Cadettes build their own path to success, deciding on steps they can take and sharing their goals with others who can support their future career in STEM.	

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Automotive Engineering Badges					
10		Automotive Design	Daisy (Grades K–1)	Daisies explore mobility, transportation, and automotive design. They find out why we use vehicles and how they're designed to solve problems and help people. They learn about the important parts of vehicles, such as the body, engine, and wheels, and various design features. They also take on a vehicle design challenge by coming up with an idea, making sketches, and creating a model of their vehicle.	General Motors
11		Automotive Engineering	Daisy (Grades K–1)	Daisies explore how automotive engineers create vehicles. They look at different ways to transport cargo, then they build, test, and improve their own cargo vehicle prototypes for a mobile animal shelter. They learn how engineers work as part of a team and glimpse what it's like to have a career in automotive engineering.	
12		Automotive Manufacturing	Daisy (Grades K–1)	Daisies explore how vehicles are manufactured. They learn about assembly lines, die presses, and quality control, then they create their own assembly line to build a set of model vehicles. They also learn about careers in automotive manufacturing.	
13		Automotive Design	Brownie (Grades 2–3)	Brownies explore transportation, mobility, and vehicle design. They learn about the parts of vehicles and how we use vehicles for different purposes. They also take on a design challenge to create a specialized vehicle that helps a customer, choosing a mobile clinic for a veterinarian, a vehicle to transport a sports team and their equipment, or a mobile maker space for kids. They consider what their customer wants and needs as they create the design criteria, sketch, and sculpt a model of their vehicle.	
14		Automotive Engineering	Brownie (Grades 2–3)	Brownies explore how automotive engineers build vehicles to meet a given set of criteria. They engineer a vehicle for an emergency situation, collaborating with others as they use the Design Thinking process to build a prototype. They also learn how simple machines are combined to make a vehicle and look at the importance of vehicle safety.	
15		Automotive Manufacturing	Brownie (Grades 2–3)	Brownies explore how vehicles are manufactured. They dig into the automotive manufacturing process, looking at efficiency, assembly lines, the 5S system, die presses, and quality control. Then they create their own assembly line to efficiently manufacture a set of vehicles. They also brainstorm process improvements and discuss the future of manufacturing.	
16		Automotive Design	Junior (Grades 4–5)	Juniors explore automotive design and the future of transportation and mobility. They learn about the parts of vehicles and how we use vehicles for different purposes. They also take on a vehicle design challenge, looking at how market research, safety, and sustainability should factor into their designs. They use the Design Thinking process to come up with an idea for, sketch, and sculpt a model of a vehicle that meets the needs of a specific customer segment (e.g., people who use wheelchairs).	
17		Automotive Engineering	Junior (Grades 4–5)	Juniors explore how automotive engineers build vehicles to meet a given set of criteria. They work together to create an engineering plan for an alternative fuel vehicle, then they build, test, and improve it. They prototype vehicles using household items like mousetraps, balloons, and rubberbands to model alternative fuel. They also learn how simple machines are combined to make a vehicle and look at the future of automotive engineering.	
18		Automotive Manufacturing	Junior (Grades 4–5)	Juniors explore how vehicles are manufactured. They dig into the automotive manufacturing process as they look at efficiency, assembly lines, the 5S system, and quality control. Then they create their own assembly line to efficiently manufacture a set of vehicles. They also brainstorm process improvements and learn about careers in manufacturing.	

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Civics Badges					
19		Democracy for Daisies	Daisy (Grades K–1)	Daisies learn what government means and about the people who work together in their local, state, and national governments. Girls can choose from activities like visiting local or state government offices, talking to experts, and writing a letter to their governor.	Citi Foundation
20		Democracy for Brownies	Brownie (Grades 2–3)	Brownies learn about local and state government as well as the legislative, executive, and judicial branches of the federal government. Girls can choose from activities that include meeting local representatives, attending a town hall meeting, researching local laws, hosting a mock presidential election, and interviewing experts.	
21		Democracy for Juniors	Junior (Grades 4–5)	Juniors learn about local, state, and federal government, including how large-scale changes are made within government. Girls can choose from activities such as running a mock gubernatorial campaign, exploring all sides of an issue and hosting a debate, drafting and defending a bill, and discussing the representation of women in government today and over time.	
22		Democracy for Cadettes	Cadette (Grades 6–8)	Cadettes are encouraged to learn about how local and federal government works so they can be prepared to make change on the issues they care about. Girls can choose from activities such as investigating a Supreme Court case, exploring an election, learning the steps of how a bill becomes a law, and writing a letter to a representative about an issue they care about.	
23		Democracy for Seniors	Senior (Grades 9–10)	Seniors gain detailed knowledge of local, state, and federal government. Girls can choose from activities such as attending and speaking up at a public meeting, creating their own federal budget, learning how a bill becomes a law, comparing different governments, attending a court session, and exploring the electoral college.	
24		Democracy for Ambassadors	Ambassador (Grades 11–12)	Ambassadors become informed about their government and public officials they may choose to support once they're able to vote. Girls are encouraged to, if possible, visit Washington, DC, to meet their U.S. representative or senator, or set up an appointment with their local state office. They also dive into topics like political parties, gerrymandering, lobbying, voter turnout, and the electoral college.	
Cyber Challenge					
		Cyber Challenge	Cadette, Senior, and Ambassador (Grades 6–12)	Beginning this summer, all councils will also have the opportunity to host their own Girl Scout Cyber Challenge sponsored by Raytheon Technologies, enabling middle and high school girls to learn crucial cybersecurity skills as they compete in challenges such as running traceroutes and identifying phishing schemes. The Cyber Challenge prepares girls to pursue careers in computer science and cybersecurity.	Raytheon Technologies