Senior - GIRLtopia

Imagine a better world for girls, create an art project to represent your vision, and take action to make a difference.

1. Create It – reflect on what an ideal world is and create something (art, music, poetry, story) to show others your ideal world.
2. Guide It – either a group discussion and workshops about leadership topics from the Girl's Guide, OR an interview panel with female leaders about the leadership topics from the Girl's Guide.
3. Change It – plan and do a TAP (recommended to do on that brings the world or community one step closer to your ideal world).

Senior - Mission Sisterhood

Explore the power of sisterhood and hold a Friendship Mixer, and take action.

1. Learn about sisterhood issues
2. Hold a Friendship Mixer
3. Plan a Take Action Project – Sisterhood Project

Senior - Sow What

Investigate food-related issues, how it could be resolved, try a method, and take action.

1. Find an food-related issue and speak to an expert (grower, gardener, nutritionist) about how it could be resolved.
2. Try one of the methods and see what kind of measurable impact it made.
3. Take Action Plan (TAP) – Plan and do a TAP, but it is recommended to expand on what you tried and educate others and create a bigger change than your small part.

Senior - Think Like a Citizen Scientist

Observe nature, record what you see, and help scientists study the world.

1. Learn the details how citizen scientists make observations and collect data.
2. Do one observation skill activities about the environment, design a way to test a hypothesis, and do one SciStarter project.
3. Plan and do a Take Action Plan (TAP).

Senior - Think Like an Engineer

Build and create things to solve problems.

1. Learn the Engineering Design Process.
2. Do three engineering challenges using the design process (harmless can holder, a kinetic sculpture, and an assistive device for the elderly).
3. Plan and do a Take Action Plan (TAP).

Senior - Think Like a Programmer

Learn how to give computers instructions and solve problems using coding.

1. Learn what Computational Thinking is.
2. Do three activities to practice computational thinking (create rules for how to stack cards to share messages and learn about encoding information, Building Block Algorithm, and test a user-centered design).
3. Plan and do a Take Action Plan (TAP).