

BADGE	DESCRIPTION
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Journey: Think Like a Programmer

Ambassador (Grades 11-12)
STEM Journey

In this Journey, you will:

1. Find out how programmers use computational thinking to solve problems.
2. Do 3 computational thinking activities: build a message-sending machine out of everyday objects to learn about binary, develop an algorithm to find the smallest playing card in a row of cards, and design an app that solves a problem for others to explore user-centered design.
3. Plan a Take Action project that helps others. If you're a Girl Scout volunteer, go to Volunteer Toolkit for complete meeting plans and activity instructions.

Learn more about how to earn your Take Action Award - and help your community - with the [Girl Scout Take Action Guide](#). Then use your leadership skills to earn your Gold Award, the highest award for Girl Scout Seniors and Ambassadors!

Get This Journey



Journey: Think Like an Engineer



Ambassador (Grades 11-12)
STEM Journey


In this Journey, you will:

1. Find out how engineers use design thinking to solve problems.
2. Do 3 design thinking activities: design and build prototypes of an animal enrichment product, a zip line course, and mobility equipment.
3. Plan a Take Action project that helps others. If you're a Girl Scout volunteer, go to Volunteer Toolkit for complete meeting plans and activity instructions.

Learn more about how to earn your Take Action Award - and help your community - with the [Girl Scout Take Action Guide](#). Then use your leadership skills to earn your Gold Award, the highest award for Girl Scout Seniors and Ambassadors!

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 <p>Robotics 1: Designing Robots</p> <p>Ambassador (Grades 11-12) STEM</p>	<p>Explore the Design Thinking Process as you build a model of a social robot that can make life better for others. Decide on a challenge, brainstorm solutions, plan, build a prototype, and test it to see how well it meets the needs it is designed to address.</p> <ol style="list-style-type: none">1. Pick a challenge2. Explore possible solutions3. Plan your prototype4. Build a prototype5. Get feedback on your robot <p>When you've earned this badge, you'll know how to design a robot and build a prototype.</p> <p>GET THIS BADGE</p>
 <p>Robotics 2: Programming Robots</p> <p>Ambassador (Grades 11-12) STEM</p>	<p>To help you understand how robots work, learn about the parts that make up a robot. Get started by making a simple motorized robot to see how robot parts work together. Then practice coding robots, using important programming concepts, like functions and loops.</p> <ol style="list-style-type: none">1. Learn about robots2. Build a robot model: motorized robot3. Explore the way robotics systems work together4. Learn about programming5. Write a program for a robot <p>When you've earned this badge, you'll understand how robots work and how to control them.</p> <p>GET THIS BADGE</p>

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 <p>Robotics 3: Showcasing Robots</p> <p>Ambassador (Grades 11-12) STEM</p>	<p>After engineers build their robots, they share their work with others through challenges, competitions, or marketing campaigns. Now that you've built your robot, share your design with others and explore your future with robotics.</p> <ol style="list-style-type: none">1. Learn about robotics events2. Hold a mini robotics event3. Give a presentation about your robotics activities4. Find out about robotics career opportunities5. See robot makers and robots in action <p>When you've earned this badge, you'll know how to share your robot designs with the world.</p> <p>GET THIS BADGE</p>