

PROGRAM TRAIL

Council Patch Program

FOR:

Brownie through Ambassador Girl Scouts

PURPOSE:

To encourage girls in troops/groups to explore science, arts, and museum resources in their communities and surrounding areas.

REQUIREMENTS:

Participants must explore six resources, two from each of the categories listed below. If possible, one of the six resources should come from outside of the community in which the members of the troop/group reside.

RECOGNITION:

Leaders may purchase Program Trail patches in the Council Store once girls have completed the requirements.

CATEGORIES:

There are three categories listed below with examples of resources that exist in local communities and or surrounding areas. Other similar resources can be substituted.

SCIENCE CATEGORY: (Select any two resources)

1. **Environmental** - examples of resources include science centers, environmental parks, hazardous waste sites, water quality plants, recycling centers, archeological sites, state park ranger stations, wildlife rehabilitation and preservation centers, fish hatcheries, rock quarries, bee farms.
2. **Technology** - examples of resources include planetariums, computer labs, weather stations, airports, geology sites, television/radio stations, biomedical research facilities, newspaper and printing plants, farms, railroad depots, grist mills.
3. **Health** - examples of resources include medical labs, hospitals, veterinarian facilities, fire stations, dental clinics, pharmacies, EMS stations, rehabilitation centers.

ARTS CATEGORY (Select any two resources)

1. **Performance** - examples of resources include theaters, dance companies, music academies, symphonies, operas, bands, magic/mime schools, costume and music companies, video companies, festivals, concerts, outdoor dramas.
2. **Visual** - examples of resources include art galleries, pottery studios, textile and furniture

plants, photo labs, arts and crafts centers, framing businesses.

Communication - examples of resources include television and radio stations, photo labs, newspaper plants, magazine publishers, computer and on-line services, special education learning centers, community libraries, book stores.

MUSEUMS CATEGORY (Select *any two* resources)

1. **Historical** - examples of resources include antiques, battle fields, company archives, collectors (dolls, sports related, books, etc.), furniture, plantations.
2. **Cultural** - examples of resources include Native American, African, Asian, Quaker centers; Old Salem, settlements, homesteads, early American restoration sites.
3. **Living** - examples of resources include zoos, aviaries, arboretums, science centers, marine biology centers, game preserves, tree farms, Audubon Society sites, farms, wildlife sanctuaries.

