

At-Home Junior Badge Guide



Stuck at home without a way to complete your troop meetings?

Supplement your scouting plan and earn retired badges at home!

The badges listed in this packet are official, earnable, and front-wearable. They were originally designed by and produced for Girl Scouts of USA. GSUSA no longer produces them, but you can still earn them.

You are welcome to alter the activities to your interest, abilities, supplies, time, etc. The official written requirements reflect the time in which they were developed. Some vintage badges use terminology or resources that are outdated or no longer exist. The activities below are only suggestions; feel free to modify these requirements and activities as you see fit – the spirit of the badge is what matters. Remember that the overarching goal of earning any badge is to be ready to provide service in that topic. You are NOT limited to these badges! While the ones chosen generally have good availability, there are always lots more available at www.badgefairy.com.

Why vintage? Retired badges allow girls to take choose their own at-home scouting without the need to worry about how it would affect your troop's plan. The activities included here can all be done by a single girl in her own home, often with the assistance of a parent. They're written simply and clearly with minimal supplies, so any adult can just jump right in. Retired badges are also a great way for today's girls to connect to yesterday's GS traditions.

*****To earn any Junior Badge, girls need to complete any SIX (or all if less than six) of the listed activities.***

Active Citizen

Purpose: To find out about and put into practice the responsibilities of a citizen of the United States of America.

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Implementation

1. Show how to use and care for the flag of the United States. Plan and carry out a flag ceremony.
2. Explain how a person becomes a citizen of the United States, and how a person may lose citizenship.
3. Act out ways the Girl Scout Law can help you carry out the responsibilities of a citizen.
4. Discover things your family has helped to pay for in your area by paying taxes.
5. Look up local laws governing such things as bicycles, fire burning, pets, garbage. How do these laws serve everyone?
6. Think about and discuss how you and your family used these freedoms during the past weeks: freedom of religion, freedom of speech, freedom of the press, freedom of assembly.

Books

Purpose: To find out about different kinds of books, how to use them, and how to care for them.

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Implementation

1. With the help of someone who knows books, make a reading plan to use in the library in your school or community. While school is out, perhaps create a reading list of books that you recommend to read. Or a list of resources for online reading. Share with your troop.
2. Read three different types of books: adventure, biography, history, hobby, mystery, poetry, science fiction, short stories, or travel.
3. For your troop make an exhibit of books about an activity you are working on, such as nature or arts. OR prepare for the troop a list of books that would be useful in troop activities.
4. Show your troop (or family) illustrations from several books you like. Explain what an illustration is and why you like the ones you picked.
5. Learn how to care for books and how to mend them when necessary. Demonstrate your knowledge on your own books that need mending, help a librarian or collect and repair books to share with others.
6. Tell how books were made in the days before printing. Or make a “bookplate” for your own book collection. OR bind a book.

Collector

Purpose: To start, or add to a collection of things you like and to arrange that collection so it will be interesting to others.

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Implementation

1. Start a collection or add to one you have already started. Tell how you can collect things without disturbing the environment.
2. Figure out a way to arrange your collection at home. Use scrapbooks, shelves, boxes, or whatever seems the best for the collection.
3. Group or label the objects in your collection so they will be educational for other people and make the collection easy to understand by those viewing it.
4. Choose three objects and write a display label for each telling such things as: where you found it, age of object, how it was made, a story about it.
5. Find out more about your collection in one of the following ways: visit another collector to see their exhibit. Read books about your type of collection. Research on the internet about your topic. Do others collect what you collect?
6. Show your troop your newest addition and one of your favorite pieces in your collection.
7. Display your collection at a troop meeting

My Home

Purpose: To find ways to make your home a more pleasant place to live.

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Implementation

1. List the things each family member does to help the others every day, which make your home a pleasant place to be. Discuss things you now do or might do. Tell which Girl Scouting activities help you to be a better member of your family.
2. Talk or write to older people and learn how they lived at your age and what they liked to do.
3. With a grownup present, play with a small child several times. Read a story with them. See what toys the child likes and what care he/she needs.
4. Make something useful for your home.
5. Find out how a girl of your age in another country lives. OR interest your family in trying a new food from another country. Help prepare and serve it.
6. Plant and care for house plants or garden for a month. OR care for a pet for a month.
7. Plan ways to make a room in your home or apartment more attractive, helping rearrange furniture, make a schedule to keep it clean, put up pictures, storing clothes.
8. Discuss some new service you could give in your home and do it.

World Neighbor

Purpose: To know more about how other children in the world live.

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Implementation

1. Tell your troop about Trefoil Round the World or The Council Fire, published by the World Association, which tell about Girl Guides and Girl Scouts in other countries.
2. Explain what the World Association of Girl Guides and Girl Scouts is. Learn and sing “The World Song.”
3. Tell something about each of the four World Centers. Learn and sing “Our Chalet Song” or “Our Cabana Song.”
4. Make a scrapbook about children on four different continents. Collect pictures or make drawings of their towns, cities, homes, schools, plants, trees, animals, dress or food. OR learn and sing one song from another country.
5. Find out about organizations that help children around the world.
6. Take part in a project for children in another country.
7. Learn to say hello and goodbye and to count up to 10 in two languages other than English.
8. Plan how to welcome persons from another country and what to show them, how to communicate with them if they don't speak English easily, and what you might learn from them. Prepare a booklet for your visitor that shows how children live in your part of the country.

HOUSEHOLD WHIZ

Purpose: Budgeting, energy usage, household management

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Implementation

1. Interview the oldest member of your family about their growing up years. Find out what household laborsaving techniques and products have been invented since then. Find out how the changes in housekeeping have changed family life. Shar your discoveries with others.
2. For at least two weeks, in addition to your regular chores, do one of the following household tasks in your home or the home of someone you know who could use your help: shopping, meal preparation, laundry, gardening, light cleaning. Ask family members to help you evaluate how well you took care of your tasks.
3. Conduct a safety check of your home. Spot and correct hazards with the help of family members. Be alert for problem areas that might endanger a family member that has a disability or who is ill, an infant or toddler, or an elderly person who has problems with eyesight or mobility. List the following information and post it in a handy spot: phone numbers of police, fire department, poison control center, doctor and 911.
4. For a month, keep a written record of the money you receive, spend, and save. Decide whether or not you need to change your spending habits. If you do, decide on a plan. Ask an adult what financial records need to be kept for a household to run smoothly.
5. If you dont do it already, take care of washing you own clothes or those of the family several times. Follow the directions on the labels of the laundry products you use. Learn to replace a button and repair a seam or tear.
6. Discuss with your family the six largest household purchases it has made. Do a bit of detective work for one item as if you had to replace it. Decide exactly what you want. Find out where you can get the best price. Plan how to pay for your purchase. Decide how you would complain about your purchase if it did not work properly.

OR choose a vegetable or fruit that is sold in fresh, frozen and canned form. Note and compare the unit price for each. Decide which is the most economical. Prepare and taste all three forms and decide which you like best and why.

7. Find out about services available to consumers in your community at low cost. Make a list of all the places you discover with information about these services. Give your list to people in your community who could use it.
8. Discuss and make something that shows the kinds of decisions families make. Include the people involved in making decisions or solving problems and the way the decision or problem was worked out.

OR interview a few moms who work outside the home and few who are full-time homemakers. Find out how the household tasks, such as laundry, shopping, cleaning, repairs, gardening, meal prep, and bill paying are arranged in each family. How are tasks shared with other family members?

9. Explore the ways energy is used in your home. Observe and record how family members use gas, oil, water, paper products, electricity, or other natural resources. Do an energy-saving project for your home.
10. Make, repair, repaint, or refinish an object to beautify your home. Use a method you've never tried before. Compare the cost of doing it yourself, having it done by someone else, or buying the object.

BUSINESS-WISE

Purpose: Learn about starting a business

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Implementation

1. Think about a business you could start now by yourself or with others, or one that you might be interested in starting in the future. Make a business plan that tells:
 - a. What product you will make or what service you provide
 - b. Who your customers will be
 - c. The name of your business
 - d. How you will get the money or supplies to start the business
 - e. Who will be responsible for what job
 - f. How you will make your product or provide your service
 - g. How much you will charge for your product or service
 - h. How you will find the right place to locate your business and get your product or service to the customers.
 - i. How you will advertise your product or service
 - j. How you will keep accurate records of income and expense.
2. Show the way you will present yourself and your product/service to your customers. You could do this by showing you know how to use correct business manners when you meet customers, when you speak to them on the phone or when you write them a business email.
3. Find out about opening a business savings or checking account, about the services offered by the bank, the amount of interest the bank pays, and how the bank uses its money.
4. Invite someone in business to talk to your troop. OR visit a business and find out what goes on there.
5. Watch a video on economics or business and share what you find out.

COMPUTER FUN

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Implementation

1. Look through books, newspapers, watch television, or internet to find how computers are used for at least five different purposes. Share what you find.
2. Spend half an hour or more learning something from a computer. Pick a topic and research it.
3. Find out the names of at least three computer languages. In one of these, learn the symbols you would use to get the computer to add, subtract multiply and divide.
4. Help put on a demonstration of computer games for your troop.
5. Invite someone who works with computers to talk to your troop. Or interview them. Find out what they do with the computer, what training was necessary, and what other are people involved in keeping the computer working.
6. Find out what devices can be used to input information into a computer, such as a mouse, pen, etc.
7. Find a calculator game or puzzle book. Choose three games or puzzles. Use a calculator to find the answers. Try out the games or puzzles on your friends.
8. Use a calculator to find out whether it would be more profitable for you to take a job paying \$500 a month or one paying 1 cent the first day, 2 cents the second day, 4 cents the third day, and so on, doubling the salary each day for the 30 day month.
9. Spend a half hour playing an electronic computer game. Keep a record of how you do.
10. Think up a computerized robot you would like to have.
 - a. What would it look like
 - b. What would you name it
 - c. What would you program it to do
 - d. Describe your computer to someone in words or pictures
11. OR read a science fiction book about computer or robots and tell someone about the story
12. Show that you know how to count in the binary number system (base two), the way computers do, by deciphering the following binary message (see instructions)

First Word 00111 01111 01111 00100

Second Word 10011 01000 01111 10111

Third Word 00001

Fourth Word 00001

Fifth Word 10000 10010 01111

To decipher the message:

- a. First change each binary number to a decimal number. Instead of the ones, tens, hundreds, thousands, etc used as place names in the decimal system (base ten), the binary system (base two) uses ones, twos, fours, eights, sixteens, etc., to mark its places. The binary number 01101 equals 13 in the decimal system. Here's why:

16	8	4	2	1
0	1	1	0	1