



TROOP BOSS BATTLE PACK (JUNIOR EDITION): GREENHOUSE GUARDIANS

*Badge Mashup: Gardener + Eco Camper + Animal Habitats +
Outdoor Art Explorer + Eco Advocate*

MISSION OVERVIEW:

In Greenhouse Guardians, Juniors become champions of the environment by designing habitats, growing food, protecting wildlife, and making nature-inspired art. Through science, stewardship, and creativity, girls complete 5 nature-based quests, then face the BOSS BATTLE: design and lead a "Green-Up Challenge Day" for their troop or community.

MINI QUESTS:

1. **GROW TEAM:** Plant herbs or veggies in containers or a garden bed.
2. **WILD SHELTER GIRL SCOUT:** Build a model animal habitat using natural or recycled materials.
3. **LEAVE NO TRACE TEST:** Create and complete an eco-camper scavenger hunt.
4. **NATURE CREATIONS:** Use leaves, rocks, or recycled items to make a symbolic art piece.
5. **EARTH PITCH:** Prepare a persuasive mini-talk on one local environmental issue and what the troop can do about it.

BOSS BATTLE: Girls plan and lead a "Green-Up Challenge Day" with eco games, art displays, and environmental action for their peers or families.

LEADERSHIP ROLES:

- Habitat Architect
- Green-Up Planner
- Art Ambassador
- Garden Captain
- Earth Speaker

Bonus: Partner with a local park, garden club, or animal shelter for a field trip or project extension.

Theme: Sustainability, hands-on ecology, outdoor skills, and expressive leadership.

