



Leader's Quest – Troop Leader Guide

This guide is your quick-start playbook for running Leader's Quest adventures the *girl-led* way. Your job is to step back, let the girls lead, and only step in when safety, support, or guidance is truly needed.

What is a Leader's Quest?

Leader's Quest is an epic, girl-led adventure series that turns leadership development into a game. Each quest challenges girls to step into new roles, solve creative problems, and work as a team — all while earning Girl Scout badges in fun, unexpected ways. The magic of Leader's Quest is that girls are in charge from start to finish: they choose the quest, assign roles, set the strategy, and decide how to celebrate their victories. Troop leaders step back and become guides on the side, creating a safe, supportive space for girls to explore, make mistakes, and grow into confident, capable leaders.

Why Leader's Quest?

Research shows parents want out-of-school programs that build leadership, confidence, and teamwork in a safe, supportive space. In fact, national surveys find that parents see these programs as *“the primary setting in which young people develop teamwork, self-confidence, leadership, and perseverance.”*

That's exactly what the Leader's Quests deliver.

- Girls lead the way – They choose the challenge, assign roles, and make the big decisions.
- Confidence grows naturally – Every success (and even a few “oops” moments) builds resilience.
- Teamwork is part of every challenge – Girls learn how to listen, collaborate, and support each other.

Why This Matters for Your Programs

Your Leader's Quest is a perfect match for these parent priorities. They offer:

- **Leadership in action:** The girls make decisions, assign roles, and solve challenges.
- **Social-emotional growth:** Teamwork, confidence, problem-solving, perseverance.
- **A structured, safe environment:** Troop leaders facilitate, keeping the environment supportive yet empowering.

Core Principles:

- Girls make the decisions – you facilitate, not dictate.
- Mistakes are learning moments – resist the urge to fix everything.
- Ask questions instead of giving answers. (Daisy leaders may have to help more than other levels.)
- Keep safety first but adventure a close second.

Quick DO / DON'T:

- ✓ DO: Offer tools, resources, and encouragement.
- ✓ DO: Step back and let them try.
- ✓ DO: Celebrate effort, not just success.
- ✗ DON'T: Give them the “right” answer immediately.
- ✗ DON'T: Take over if things look messy.
- ✗ DON'T: Overrule girl decisions unless safety is at risk.

Your Role in Action:

- Be a guide on the side – observe, support, and cheer them on.
- Use open-ended questions: “What’s your plan?” or “How do you want to solve that?”
- Let girls present ideas, run activities, and make final calls.

Program-Specific Tips:

- Let girls pick which quest to tackle first – even if it’s not the one you would choose.
- Encourage them to assign roles themselves.
- Have them track their progress in their Quest Log/Journal. Find template [here](#).
- Give the girls a chance to get to know each other before tackling a Leader’s Quest.
 - *Think about doing one later in the year if you are a new troop.
- Let them decide how to celebrate victories and complete reflections.

When to Step In:

- Safety concern or risk of injury.
- A girl is being excluded or unheard.
- Group is completely stuck and asks for help.

Remember: The magic happens when *they* own the experience. Your greatest success is watching them lead, create, and solve challenges together.

Leader's Quest: Troop Leader Setup Checklist

Before the Meeting:

- Share the different types of Leader's Quest that exist for their age level.
- Walk them through what a quest is about and the activities they will be doing.
- Let the girls pick the quest that is of interest to them.
- Review the chosen quest to decide what materials you may need to create. These could be role cards, quest logs, or challenge prompts.
- If the existing plans created by council are of no interest to the girls, have them create their own version.
- Arrange space for group movement and teamwork.
- Make sure safety supplies (first aid kit, etc.) are ready.

During the Meeting:

- Give the girls the opening story prompt.
- Hand over role cards, if created, and step back.
- Offer tools or info, only if girls request it.

After the Meeting:

- Lead the reflection questions.
- Stamp/mark their quest logs or battle tracker.

Optional Opening Script:

"Welcome to today's quest! Your challenge is to [insert challenge]. You'll be the ones deciding how to do it — my job is to help only if you need me. Are you ready to lead?"

