



Leader's Quest: Brownie "Kindness Keepers"

Empathy & Responsibility Adventure

Badge connections: Pets • My Best Self • Take Action

Mission Briefing - Welcome, Brownie Adventurer!

Trouble has arrived in the form of Boss Grumbletail — a creature who used to be cuddly but turned cranky from too much unkindness! She's stealing smiles and hiding helpfulness all over your troop area. Only true Kindness Keepers can bring color and care back to the space.

Boss Profile: Boss Name: Grumbletail Weakness: Empathy and acts of responsibility

Battlefield: Pet shelter pretend play, troop room, or camp circle

Victory Condition: Complete a kindness mission that helps others (people or animals!)

Battle Strategy (Choose 2):

- Pet Care Relay: Girls race to show how to care for a real or pretend pet food, shelter, love, clean-up!
- Kindness Cards: Make cards or drawings for people or pets in your community (e.g., nursing home, shelter).
- Role Reversal Skit: Act out a story where someone is left out then replay it with kindness added in.
- Self-Care Stop: Girls create a "best self checklist" to use when they're feeling off.

Girl Role Choices (Pick Yours):

- Kind Koala: You always look out for others and lend a paw.
- Helpful Hedgehog: You love tackling tough jobs and getting things done.
- Heart Hero: You speak up when someone needs a friend.
- Wellness Wolf: You make sure your team takes care of themselves, too.

Quest Log

- What kindness mission did we complete?
- How did I show I care about others (or animals)?
- What was my role?
- What moment made me feel proud?

Side Quest (At Home):

Pick one kind action to do for a pet, sibling, neighbor, or caregiver.

Write or draw what happened and how it felt.

Level-Up Reflection

- What does it mean to be a responsible leader?
- When was it hard to be kind?
- How can you lead by example in your troop or school?
- What small action can make a big difference?

Victory Stamp

[Draw a star, get a stamp, or add a sticker here!]

