



Leader's Quest: Junior “Team Player Boss Battle”

Mission Briefing:

Welcome, Junior Adventurer! Your troop has been challenged to defeat "The Lone Wolf," a boss who refuses to work with others. Your mission is to show how teamwork makes the dream work.

Boss Profile: The Lone Wolf

- **Weakness:** Collaboration
- **Battlefield:** Troop meeting or community service project
- **Victory Condition:** Complete a task as a team where each girl has a role

Battle Strategy (Pick 2):

1. **Build It Together:** Create a troop goal board together.
2. **Game On:** Design a team-building game and play it.
3. **Act It Out:** Perform a skit where teamwork saves the day.
4. **Service Squad:** Plan a team-based community action.

Team Roles (Pick Yours):

- **Navigator:** Keeps the group on task
- **Motivator:** Encourages others and keeps morale up
- **Builder:** Gathers supplies and keeps everyone focused
- **Researcher:** Learns what the team needs to succeed

Quest Log:

What did we choose to do?

What was my role?

How did we help each other?

Level-Up Reflection:

- What made teamwork hard?
- What made it easier?
- Who did I help, and who helped me?

Final Boss: The Hydra of Leadership

Complete a large-scale leadership project: lead a troop event, train younger Girl Scouts, or coordinate a service project.

Victory Stamp:

[Draw a badge or use a troop stamp here!]

