



# Leader's Quest: Senior "The Empire of Glass Boss Battle"

Theme: Power, Ambition, and Leading Change

## **Senior Badges Integrated:**

Game Visionary Room Makeover Behind the Ballot

# Boss Name: Lady Statusquo

Clad in stilettos and shiny armor, Lady Statusquo rules the Empire of Glass. She rewards silence, discourages ambition, and guards every glass ceiling with sharp-tongued gatekeepers. She whispers, "Be nice. Don't ask for too much. Don't take up space."

Boss Weakness: Bold vision, unapologetic design, civic leadership, and taking up space loudly.

## **Strategy Options:**

- 1. Design a Movement or Game where women win by being exactly who they are (Game Visionary).
- 2. Make Over a Space You Occupy—your room, your locker, your digital feed—to reflect your goals (Room Makeover).
- 3. Step into Civic Power—learn who makes decisions and how you can influence them (Behind the Ballot).

#### **Choose Your Role:**

- The Space Claimer Redesigns the world around her—physically or digitally—to match her dreams, not her limitations.
- The Rule Rewriter Designs new systems, new wins, and new games. She's not playing. They're playing *her* game now.
- The Power Tracker Maps how decisions are made, who benefits, and how she can tip the scales.

## Quest Log: Task

Create a mood board for your ideal "power space"—a room, corner, or locker that makes you feel unstoppable. Research your school board, city council, or student government. What decisions do they make that affect *you*? Build a card game, board game, or digital mini-game that flips a societal rule (e.g., women always win when they interrupt).

Interview a woman about a time they challenged the status quo.

Do one bold thing this week: Speak up, make a change, ask for what you deserve. Journal how it felt.

# Reflection:

- Where in my life am I waiting for permission? Why?
- What would it look like if I played by my rules instead of someone else's?
- Who are the leaders I admire—and what makes them powerful?

### **Victory Stamp:**

Sketch a hammer cracking glass—or a throne made of protest signs, glitter, and girlboss energy.

