



Mini Series Outline K-7

11 am - Sign in, and team bonding group games.

Example: capture the flag, glow in the dark bowling, ninja

11 - 12am - workshop theme intro and Snack time

Interactive : tour building (with marshmallows, play dough or paper)

12 - 1pm - Community presenter and leadership skills training

Interactive : glow in the dark room, children will be given writing utensils and a buddy to go write on glowing paper

1 - 2pm - Lunch and community action planning.

Example : planning out an idea you have to better your community and actually doing it! We will be helping participants plan out what they are passionate about.

2- 3pm - Team bonding games, and leadership development activities

Example: water ballon toss or group treasure hunt

3- 4pm - Review of the day, and mentorship sessions : time to talk to your assigned mentor and ask any questions you have before going into the real world

Interactive: draw you activity with art supplies

4 pm : Sign Out and take action!