

## Session 28: Putting it together – Planning the Project!

## Aspire Programme

TIMES	WHAT	DETAILS	EQUIPMENT NEEDED
10	<b>Ice Breaker</b>	Chuck the chicken- group split into 2 teams. One team huddles with one member running laps around the huddled group, counting the laps. The other team passes the rubber chicken over and under to each other until it reaches the back of the line. They then yell “Chuck the chicken!” and the teams swap roles.	Rubber chicken/throwable object
15	<b>Connect</b>	“Hot and Not”- Highlight of the week (hot) and lowlight/challenge (not). Connect, and try to learn more about their lives as people. <b>Frontload:</b> Planning the project	
45	<b>Planning time!</b>	Use the workbooks as a guide to planning the project. Use the whiteboard or paper as a visual aid again if desired. Go through the planning process (from session 16) in the workbook (pg. 38) and decide on what project to go with. Plan: <ul style="list-style-type: none"> <li>- What do you want to achieve as a group/ what good do you want to do?</li> <li>- What the project should look like to achieve this goal.</li> <li>- Where and when is it going to happen?</li> <li>- Who is going to be the project leader?</li> </ul> Plan/discuss through the steps of the plan	<ul style="list-style-type: none"> <li>- Workbook</li> <li>- Whiteboard, markers</li> <li>OR</li> <li>- A1 paper, felt tip pens</li> </ul>

**Purpose:** To communicate and organise community project: establish roles and responsibilities.

### **Activity Briefs:**

#### **Chuck the Chicken:**

*Split the group into 2.* One team starts with the chicken. Their job is to get into a single file line and pass it 'over and under' (1<sup>st</sup> person passes over behind their head, and then 2<sup>nd</sup> person through their legs, 3<sup>rd</sup> person over their head etc.) from the front of the line to the back. Once the person at the back gets it, they yell "Chuck the chicken!!" and throw the chicken anywhere within the boundary. The second team's job is to huddle in a circle with one member outside the circle, who runs around the group. The group counts how many laps the member makes of the huddle. Make sure each team keeps track of their counting, as it is their score. They do this until the other team yells "Chuck the chicken!" When they hear this, they must break the huddle, run to the chicken, and pass it over and under as fast as they can. Once the first team chucks the chicken, they must huddle and count the laps of one member. Carry on for at least 3 'innings' (turns being huddled) before stopping, and seeing who had the most laps.

**Equipment:** Rubber chicken/throwable object

#### **Debrief:**

- What happened in that activity? Was the action at the end the same as the first? Did the people receiving it (people at the front) get a clear picture of the intention?
- So what does that mean? What is important about the way we pass on information? What do our actions say?
- What can we learn from this? How can we transfer this to our actions (community project)?