

GETTING THE WORD OUT!

GETTING THE WORD OUT MEETING #2

30-45 Minute Meeting

Goals

- Begin the brainstorming and create a campaign that engages the community by becoming familiar with the Sources of Strength Wheel.
- Help individuals apply the Wheel to their own lives.

Materials Needed

- Completed trading cards from meeting #1
- Poster paper or space to collect notes on volunteers

WELCOME (1-2 min)

Thank all Adult Advisors and Peer Leaders for joining the meeting. Reaffirm to Peer Leaders that their voices have power—they are Agents of Change and Connectors to Help in their schools and communities. Let them know they are beginning the campaign cycle and should have their trading cards from the last meeting ready.

“Welcome back to another Sources of Strength meeting! Today, we’re taking what we’ve learned and created and sharing it with the rest of our community. But before we begin, let’s start with a fun activity using the cards we made last time.”

ONE PART FUN: TRADING CARD MIX UP (5-10 min)

The games listed under the ‘Fun’ section of the campaign are suggested activities. Feel free to substitute them with other Sources games featured on page 151 of the [Field Guide](#), based on what best suits your group’s comfort level and preferences.

Objective: Allow Peer Leaders to get to know members of their team.

How to Play:

1. As everyone hands in cards, shuffle the deck and spread them out in an accessible area.
2. Ask everyone to find a trading card that doesn’t belong to them.
3. Once they have a card, they must then find the person the card belongs to.
4. When you find that person, tell them one truth and one lie about yourself.
5. If they guess correctly, give them their card back. If they guess incorrectly, give them their card back.
6. Make sure everyone gets their cards back and has the opportunity to share with someone.
7. Once you get your card back, sit next to your partner.

ONE PART SHARING (10-15 min)

Sharing personal stories helps Peer Leaders internalize the Strengths and better communicate the value of the Wheel to others. It also shows how Strengths can be practiced in daily life.

“Thank you for playing the game and sharing your cards. As we move to a sharing prompt, sit with your Trading Card partner, and find another group to share with (creating a group of 4).”

“Who has helped you when you felt stressed or overwhelmed? Was it a Trusted Adult, Mentor, Family Support, or Positive Friend? How did they help?”

Feel free to model this with a personal example. If time allows, invite a few groups to share their reflections with the whole room.

ONE PART PLANNING: BRAINSTORMING NEXT STEPS (20 min)

Remind the team that the goal of Getting the Word Out is to introduce your Sources of Strength team and the Wheel to your broader school or community.

- “Now that we’ve reflected on our Strengths and connected with each other, let’s talk about how we can introduce our team and our messages of Strength to our community.”

Ask Peer Leaders how they’d like to showcase their trading cards. Designate a few students to record ideas. Help guide the discussion by asking follow-up questions to clarify logistics.

Things to consider:

- **Who** are we trying to reach?
- **What** is the activity we would like to host?
- **When** is the event happening?
- **What** steps do we need to take to make it happen? (Create a timeline.)

Here are more specific questions to get the conversation started:

- How can we introduce our team to our community?
- Where and how should we display our trading cards?

CLOSING (1-2 min)

Thank all the Adult Advisors and Peer Leaders for their energy and participation. Ask everyone to take a moment to write down (or enter in their phones):

- One way they’ll practice a Strength this week
- One way they’ll encourage someone else to do the same

Remind everyone to bring their completed trading cards to the next meeting.

Don’t forget to share the time and date for the next meeting before everyone leaves.