I AM Stronger

I AM STRONGER CAMPAIGN MEETING #3

45-60 Minute Meeting

Goals

- Identify how Peer Leaders build resilience through their Strengths
- Empower Peer Leaders to take ownership by assigning roles for campaign preparation

Materials Needed

- Speaker for music
- Scissors, tape, markers
- Poster paper

WELCOME (1-2 min)

Thank all the Adult Advisors and Peer Leaders for joining the meeting. In our last meeting, we identified the Strengths we want to grow in and the Strengths we feel stronger in. We also connected with others to recognize that Strengths are practiced differently in others' lives.

ONE PART FUN: DANCE DETECTIVE (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 <u>Field Guide</u>, based on what best suits your group's comfort level and preferences.

Objective: Get energy up and get people laughing.

How to Play:

- 1. Have the group stand in a big circle and ask for a volunteer to become the "Dance Detective."
- 2. Explain that the volunteer will leave the room while you assign a "Dance Leader".
- 3. Play some fun music; the Dance Leader will then start dancing, and it's everyone else's job to copy their movements exactly (but be sneaky!). The Dance Leader can change their sweet moves anytime they want to.
- 4. The Dance Detective will return to the center of the circle and try to guess who the Dance Leader is. The goal for the Dance Detective is to figure out who the Dance Leader is; the goal for everyone else is to keep that information a secret!
 - The Dance Detective will get three guesses or 90 seconds whichever happens first.
- 5. When the Dance Detective guesses the Dance Leader or runs out of time, the Dance Leader becomes the next guesser.
- 6. Play as many rounds as you see fit!

ONE PART SHARING (5-15 min)

"We've spent time reflecting on our Strengths. Let's take a moment to appreciate how those Strengths build resilience in our lives."

Have Peer Leaders get into groups of 2 to 3 to reflect on one or all:

- 1. In what ways have you noticed your Strength grow over time?
- 2. What are the people, places, and practices that help you grow?
- 3. When and how have you helped someone else grow a Strength?

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: CAMPAIGN PREP AND ROLE ASSIGNMENT (20-30 min)

"Now that we've reflected on our Strengths and how we can grow them, it's time to bring this campaign to life! Today, we're going to design what the wall will look like, assign group roles and responsibilities and figure out how we'll invite others to join in."

Divide students into 3 separate working groups for 10-15 minutes:

- 1. Design Group: Finalize the layout of the plant wall display. These Peer Leaders will find and decide which plant templates they would like to use (they can also create their own design if time allows). Encourage them to use poster paper and markers to sketch out what the display will look like.
- 2. Messaging and Outreach Group: This group can draft posters, table signs, and create intro scripts that Peer Leaders can use to explain the campaign at tables or in classrooms. (Ex: 'Pick 2 Strengths you feel strong in, 1 you want to grow, and how you'll grow it.') This group can also brainstorm how to get people to join. Could we visit classrooms? Make an announcement? Social Media posts? Offer incentives or shout-outs?
- 3. Supplies Group: This group will organize supplies to launch for campaign day (scissors, tape, markers, completed Peer Leader Plants from Meeting Agenda #1, table, chairs)

CLOSING (1-2 min)

Thank all the Adult Advisors and Peer Leaders for their participation today. Remember to share any important information so that everyone knows their roles and responsibilities for the campaign.

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



