

Daycamp Training Modules

Overall – All modules will

- Be 3.5 hours (210 minutes) in length (including breaks)
- Use interactive learning activities
- Involve adults & youth as learning partners
- Provide opportunities for participants to work with all others in smaller group format

Module #1: The Puzzle of Children

Outcomes – At the conclusion of module #1, youth and adults will have:

- Knowledge of effective teaching strategies
- An understanding of the characteristics of children 5-12
- Games to use as energizers or to change tempo

TIME	ACTIVITY NAME	DESCRIPTION/DIRECTIONS	SUPPLIES
15'	Icebreaker	On an index card, write down 3 favorite childhood games; walk around, introduce yourself; share your 3 games- does anyone have the same 3? 2? 1?	Index cards
15'	OARRS	Introduce us; review OARRS; debrief icebreaker – e.g. what games did you like to play? What did you enjoy about them? For ones that are popular with everyone, why are they well-liked? Explain that we will teach and use games often	OARRS on wallcharts
20'	Youth adult partnerships	? (or other activity)– two part jigsaw. Read and share. Complete handout of “Yes” or “No”	Handouts 1-3
15'	Good teaching	Break the large group (LG) into groups of 2-3; give them half sheets of paper; have them discuss and write down characteristics/strategies used by good teachers (one per	Sticky wall; half sheets; big pens

		half sheet); post on sticky wall; discuss; ask for examples of bad teaching they want to avoid; write these on flipchart paper; keep list posted for later use	
30'	Child Development	Divide LG into groups of 4. Give each group a puzzle of child dev with some incorrect attributes; have them decide if attributes "fit" or not. If not, they need to trade. Once they have pieces they think fit, they put the puzzle together. The group then completes the large template & post them. Conduct a gallery walk and talk about posters	Large templates Pens
20'	Games	Introduce idea of games (refer back to ice breakers). Give some "dos" and "don'ts". Play collaborative hot potato & human knot	Hot potato
15'	Bio-break	Snacks and stretch	
15'	Giving clear directions	Have them give directions silently and then with free flow communication. Discuss what works best and ideas for improving directions giving.	
30'	Diversity	?	
25'	Model activity	2 trainers model an activity (YES works best)	
10''	Module evaluation	Retrospective or + /++	

Module #2: Stand and Deliver

Outcomes: At the conclusion of module #2, participants will have:

- Knowledge of how to teach an activity to younger youth
- Confidence to teach younger youth
- Teaching skills

TIME	ACTIVITY NAME	DESCRIPTION	SUPPLIES
15'	Icebreaker	?	
15'	Public speaking	Review public speaking basics. Divide LG into 2	

	/teambuilding	teams. Within teams, put them in pairs. Give each pair a “bad habit” – they cannot share with other team members. They then demonstrate from slips of paper to the entire group (e.g. mumbling). Let rest of group guess what they are demonstrating. Give points for correct guesses. Debrief each bad habit – allow them to show good habit. Teams with most points wins	
10’	Game	Ask youth from the group to lead a game. Remind him/her to use good public speaking skills.	
20’*	Teaching prep	Put youth into pairs; give them activity directions; let them plan how to teach an activity; gather supplies; set up.	Activities and all the supplies
20’	Practice	Let them teach the others as if they were the children; give EF style feedback	
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15’	Bio break/snacks		
20’	Practice	Let them teach the others as if they were the children; give EF style feedback	
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20’	Practice	Let them teach the others as if they were the children; give EF style feedback	
20’	Practice	Let them teach the others as if they were the children; give EF style feedback	
10’	Debrief	Write down all the things they remember doing well or seeing others do well	
5’	Evaluation		

* total time based on 12 youth (6 pairs to teach)

Module #3: S.O.S. - What to Do When you Don't Know What to Do

Outcomes: At the end of this module, participants will:

- Know at least 5 strategies for managing challenging children
- Know how to help children manage conflict
- Know basic safety “rules”
- Understand the importance of talking with parents about issues
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TIME	ACTIVITY NAME	DESCRIPTION	SUPPLIES
15'	Welcome back/OARRS review	Welcome people back; debrief yesterday's teaching; lead into today's interventions	
30'	Challenging children	Jigsaw – break group into 3's. Have them each read, then teach the others a piece of information on working with challenging children	Handouts: 1) 12 Ways to get their attention; Behavior Management; 3) Manipulating the environment
10'	Listening skills	Review listening skills; EF activity with ball	Ball; list of bracket, reflection, etc.
25'	Conflict resolution		
10'	Game	Show new game or have youth lead a new game	
10'	Bio break		
20'	Safety	?	
15'	Parent management	?	
15	Field Trip Management	?	
45'	Scenarios	Divide LG into groups of 4. Give each group a scenario that will require they use the interventions learned above. Have them act out scenario and their resolution of it.	
10'	Module evaluation	Retrospective or +/++	

Module #4: Tying it All Together

Outcomes: At conclusion of module #4, participants will have:

- Demonstrated ability to effectively work with younger children
- Confidence to teach younger children

TIME	ACTIVITY NAME	DESCRIPTION	SUPPLIES
10'	Intro	Introduce the topic; tell them how it will work, etc	
30'	Prep for working with children	Get supplies; set up stations; prepare materials	
20'	Children's arrival/ice breaker/OARRS	Children come in; conduct ice breaker; youth present OARRS	wallcharts
20' + 5 = 25	First activity station	Children participate in 1 st activity (5 mins to rotate to next station)	
20' + 5 = 25	Second activity station	Children rotate to a second activity – teens stay in place (5 min to rotate to next station)	
10'	Closure with children	Teen leads song or game	
15'	Bio-break		
20'	Cleanup	Clean stations; put materials away	
20'	Debrief	Debrief the experience	
20'	Evaluation	Have them complete worksheets – How know I am a success; discuss	Handouts
15'	Graduation	Have ceremony with certificates, etc	Sparkling cider; cups, certificates

Note: if don't have children come for practice, then possibly introduce activity planning