### Content Planning

|  |  |  |  |
| --- | --- | --- | --- |
| **Part of Meeting** | **Why** | **What We Will Do** | **Who Will Lead** |
| **Interest Getter (15-20 minutes)**  Ideas include identification quizzes, judging contests, relay skill game, videos, tour, guest speakers,  instruction by leader, etc. | Establishes concepts to be learned at the meeting. Promotes skill development and mastery. |  |  |
| **Skills Session (30-50 minutes)**  Hands-on activity using Experiential Learning | Improves learning, promotes a sense of mastery and independence, develops life skills. |  |  |
| **Discussion**  **(15 - 20 minutes)**  Allow time for members to process the experience of the skill session. | Promotes mastery of the concepts and skills.  Promotes a sense of teamwork. |  |  |
| **Presentation (10 minutes)**  Have members make short and simple  prepared talks. | Promotes mastery and independence. |  |  |
| Develop public speaking life skill. |
| **Record Keeping (10 – 15 minutes)**  Help members capture what they did and learned | Promotes a sense of mastery and record keeping life skill. |  |  |
| **Summary & Assignments**  **(10 – 20 minutes)**  Summarize key points and make assignments. | Promotes sense of |  |  |
| belonging, develops |
| leadership and possibly |
| citizenship. |
| **Refreshments &** | Promotes sense of |  |  |
| **Recreation** | Belonging. |
| **(20 minutes)** |  |
| Time can vary. The point |  |
| is fun and fellowship. |  |