

PERSISTENCE: PLANNING FORMAT 1

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PLANNING FORMAT

The planning format guides towards answers for the following basic questions:

- *Who will conduct the session?*
- *What is the activity?*
- *Which are the key resources required?*
- *What is the expected duration for the session?*
- *And any additional instructions, if needed.*

The plan must be sent to all the volunteers 3 days before the session. Here is an example of how a plan may be written.

CONDUCTORS: Person 1 and Person 2

Activity 1: Energiser / Introductions

- What: Since we have a lot of new volunteers, to break the ice, we will conduct a round of introductions followed by a dance. The objective is that the volunteers and students should be comfortable and at ease with each other by the end of the activity.
- Resources: No materials required.
- Time: 20-25 minutes
- Note: The organizers should have a conversation with the participants to not feel shy or embarrassed when it is their turn to dance or sing. It's a fun activity and all volunteers should be mindful of checking any form of teasing/negative comments.

Activity 2: Atlas

- What: There is going to be twist to the original game of Atlas. Instead of naming the countries, the children will call out the names of cricketers from the respective countries (as cricket is currently the ongoing topic).
- Resources: No materials required.
- Time: 20-25 minutes
- Note: This game will include everyone present in the group as the Indian Premier League (IPL) is followed by most youngsters and they will be able to connect with this game easily.

Activity 3 / Back up Activity: Bang

- What:
 - All the participants will be asked to put up their hand in a manner that it is visible to everyone.
 - The modified version of Bang will be played as follows:
 - the person chosen by the conductor will put their hand down.
 - People next to them will point at each other and say 'bang'.
 - The one who says it first continues to play and the other one puts their hand down and is out of the game.
- Time: 20-25 minutes
- Note: We feel that the energy might decrease a bit after the first activity and this game could help us to end the session on a high tone.