All students had a set of positive shared experiences.
Activities = Shared Experience

Shared Experiences = Unity

Therefore

Activities = Unity
Our Question…

How are we gauging the emotional effectiveness of our activities?
Let’s get moving...

Stand UP!
The Ultimate Question—

Is your community happy to see you?
Our Problem

The culture our students has been placed in isn’t working.
Status Quo?

- High-Risk

- 15%
  - No
  - Yes

- 85%
Current Averages

US High Schools with >1,000 students

15% Active Participation in Dress-Up Days (High-Risk Day)

05% Lunch-Time Activity Participation

30% Service-Project Participation
Please note—

It isn’t our fault.
Successful community groups understand their effect on both culture and climate.
To The Board!
Rule of Thumb

To know your reaction is to know your culture.
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It takes 4 moments of intense climate to change an area’s culture.
Every student wants to call your community home. It is up to your activities to create that space.
Growth
Game Time!

Group of 8-10
In order to understand a student's actions, we must first understand their values.
Auction time!
Every student activities organization has an *ask-to-give* ratio.
Ask-to-Give Ratio

To know your ratio is to know your community.
Student leaders learn the different emotional variables involved in an activity.
WHAT MAKES UP A GREAT ACTIVITY IDEA?
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Appealing

The activity relates to a student's interests, passions, or hobbies. The vast majority of activities fall under this requirement.
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Relationship-Based
Will a student's friends be at this event? Will they have a sense of belonging there?
WHAT MAKES UP A GREAT ACTIVITY IDEA?

**Appealing**
The activity relates to a student's interests, passions, or hobbies. The vast majority of activities fall under this requirement.

**Relationship-Based**
Will a student's friends be at this event? Will they have a sense of belonging there?

**Attainable**
The activity must be logistically realistic. Transportation, entry fees, and time away from work/school/family must be taken into account.
WHAT MAKES UP A GREAT ACTIVITY IDEA?

Appealing
The activity relates to a student's interests, passions, or hobbies. The vast majority of activities fall under this requirement.

Safe
The activity must be deemed both physically and emotionally safe from harm.

Relationship-Based
Will a student's friends be at this event? Will they have a sense of belonging there?

Attainable
The activity must be logistically realistic. Transportation, entry fees, and time away from work/school/family must be taken into account.
Quick Tip

At their core, activities communicate the culture of a community to the students who call it home.
WHAT MAKES UP A GREAT SCHOOL?

- Safe
- Appealing
- Relationship-Based
- Attainable
Take-Home Activity!

Groups of 10!
Successful students begin to understand the prejudices that they hold.
Step 7

There are 9 categories of student activities.
HOW DO OUR ACTIVITIES CONNECT?
THE ACTIVITY SPECTRUM
They learn how to use various forms of activities.
HOW DO OUR ACTIVITIES CONNECT?
HOW DO OUR ACTIVITIES CONNECT?
TARGETED ACTIVITIES
WE CAN TARGET...

GROUPS
TARGETED ACTIVITIES

WE CAN TARGET...

GROUPS

TIMES
TARGETED ACTIVITIES

WE CAN TARGET...

GROUPS

TIMES

TYPES

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HOW DO OUR ACTIVITIES CONNECT?

Mass
Targeted
Participatory
The best community cultures are personal in nature.
Successful programs begin to master the art of activity layering.
THE ACTIVITY SPECTRUM
THE ACTIVITY SPECTRUM

Low-Risk

High-Risk

High-Risk

Low-Risk

Low-Risk

Low-Risk
A high-risk activity without a low-risk alternative is an open invitation for exclusion.
A high-risk activity without a low-risk alternative is an open invitation for exclusion.

A high-risk activity with multiple low-risk additions is an open invitation for community.
Adults are engaged in the same exact way that students are.
Activity Tip

Adults experience activities the same way students do.

Their Risk/Reward Matrix is just different.
To The Board!
Students learn to take their service efforts to a larger audience.
Creating Culture

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ENGAGE . CAPTIVATE . INSPIRE

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