

Lesson Plan Template for Scenario 3: Build Your Own

**Scenario 3:
Build Your
Own**

Scenario Description: 30 campers join an Adventure YES camp for a weekend. It starts Friday 16:00 and ends Sunday 12:00. There are 8x 13yrs, 10x 14yrs, 7x 15yrs, 5x 16yrs. There are 15 boys and 15 girls. This all happens on Busisa Family Adventure Retreat, a campsite 40km from the nearest town/shop etc. There are adventure activities on the site such as obstacle courses and bush walks to waterfalls. There are 6 adventure facilitators that are helping run this Adventure YES camp.

Purpose:

Define the purpose of doing YES!

Purpose: To discover more of their identity in God through adventure activities, the YES assessment and activities and scripture and worship.

Activity (add or delete rows as needed for your scenario)

Day and/or Time

**Number/Break- Materials needed
down of
students**

Modification/Adaptation

Parent/Support Help - number & how to use

Administering the YES! assessment

Before camp

When campers booked and paid for camp, they got access to their YES assessment and completed it at home with their parents.

FRIDAY

Arrival: As campers arrive, do a 10min energizer game with them. Then Settle camper's luggage in rooms and gather them in hall after that

Friday 16:00

Welcome: Do welcome and introductions and set expectation for the weekend.

FRIDAY 16:30

Adventure activity one: Trust Activities

FRIDAY 17:00 All campers

Nothing, just an open grass area

Do a series of trust activities, starting small and easy and with self-trust, then gradually inclining to riskier trust activities as group builds trust. Share how God has made us a body to work together and that each one of us as a special and unique part, one that no one else is as equipped and designed to do as we are. Playing your role is the best for the group.

Facilitators help with instructions and safety

Activity One: (Adventure) Personality Introduction Activity	Friday 18:00	All campers in 1 group	*personality continuum handouts *Pens *Labels *18 Tyres (3xRed, 3xYellow, 3xGreen, 3xPurple, 3x Orange, 3xBlue) *5 Planks	<p>Setup: (See Extra Resources Tab for visual) On an open grass field, setup 6 lines with 3 tyres in each line (18 Tyres in total). Place tyres far enough to not be able to jump from one to another. Place labels of Main traits in tyres e.g. in 5th line, the left tyre will have "Careful" label, the right tyre will have "Adventurous" label and the middle tyre will have "Carful/Adventurous" label. Do this for each line.</p> <p>Play:</p> <ol style="list-style-type: none"> 1. Give each person a Personality Continuum handout. Explain briefly each trait and let them plot themselves in each continuum, either left, right or middle. 5min 2. Let them all stand on the tyre they choose for 1st personality trait, then take a photo while they hold up the labels. 3. If it looks like they understand the concep, then tell them they have 7min to get to the next line, but they are not allowed to touch the grass. Give them 5 planks that can be placed between tyres that they need to walk accross. Team must navigate how to get everyone to their correct tyre for the next line. If they get it, let them hold up new labels and take another photo. Continue to do this for each Trait and take a photo at each stop. Make it fun and exciting. <p>Complete: Activity is completed when all campers are in the finish zone. If someone touches the ground while still in the "field" they need to go back to the start and team will have to backtrack to go get them with planks.</p>	Facilitators will help with setup and safety. If someone touches grass, that person has to start from the beginning and team will have to get planks back to them.
Supper: Stickbread over fires	Friday 19:00	All campers		Something they cook over fire.	
Activity Two: Living by His Design	Friday 20:00	6 Groups of 5 people each. I will have a fun way of dividing them in these groups.	*TV+Laptop+Videos *6 question papers and 6 pens. QUESTION PAPERS: Have the following questions already printed/written on a paper. QUESTIONS: 1. What is the difference *Photos on TV of Adventure Personality Introduction Activity *Personality Fillable Forms completed for each camper (See extra Resources Tab) *Treasure map of ME	<p>40min. I will ask them to sit in their groups. I will ask them to fill in these questions on question papers as video goes along. After each video I'll take 5min to check if they got the answers and help them with what they missed.</p> <p>20min. Hand out each camper's Personality Fillable Form with correct plottings of Personality Traits (prepared before camp). Ask them to get in groups according to their report. Show the photo for that Trait in earlier game and ask who has changed positions on the continuum. Keep doing that for each Personality Trait. Finish evening by reminding them of how God has made us perfect, unique and with purpose and that our personality is part of our design. Let them know that they will dive deeper the next day into the report and discover more about themselves and others. Let them list their 3 strongest personality traits on ther Treasure Map of ME at "Peaks of Personality"</p>	Facilitators help manage campers.
Activity Three: Personality Activity #1 You're What?!	Friday 20:40	Entire Group Together			

Shower Friday 21:00

Sleep Friday 22:00

SATURDAY

Wake up Sat 06:00

Breakfast Sat 07:00

Activity Four: Your Stronger than you think you are Sat 08:00 In 6 Personality continuums *Personality Trait Cards * Same as in manual

Hike to Sunrise Hill Sat 08:20

Activity Five: Personality: Strength Activity: Getting to know me Sat 08:45 Break into groups of 2-3: Ages together 12yr-1xgroup 13yr-2xgroups 14yr-1xgroup 15yr-1xgroup 16yr- 2xgroup 7 Groups in total *Strengths and Feedback Handout *Pens *Treasure Map of Me Give an extra handout (Strengths and Feedback) where they can write their strengths and have others write how they have seen this or which situations that would be helpful. See handout below. Take last 5min and have them write their 6 strengths in the 6 "Streams of Strength" handout spaces.

Hike further to Hippo Hollow Sat 09:15

Adventure Activity: Holy Pipes	Sat 10:00:00	Entire Group Together	*3 PVC Pipes with Holes in them *3 Color plastic balls *A few containers of different sizes	1 Plastic ball get placed into each pipe. Group must try to get ball out without reaching in pipe or tilting/lifting it. The key is to use water to float it out.
Lunch/Swim:	Sat 11:00	Entire Group Together		Eat and swim
Hike back: Collect items of interest.	Sat 12:00			Each camper must collect 4 items of interest and be willing to explain to group why these items are of interest to them.
Break	Sat 12:45			
Activity Six: Interest Activity #2 Sparking my Interest	Sat 13:00	Group split and join area of interest	*6 areas with items relevant to the Interest *Items relevant to General Interest Groups	30min. Same as in manual.
Activity Seven: Interest Activity #3: My focus Preference(s)	Sat 13:30		*Simplified Holland Code Card *Descriptions of Holland Code Sections Cards	30min. Same as manual

Adventure Activity: A-Frame	Sat 14:00	Divide into 2 teams	*2 A-Frame Constructions *Rope	Setup: Each group gets a wooden A-Frame structure and rope. Play: Wooden structure must be "walked" from one point to another. 1 Person must always be on the structure while the structure is being walked. No dragging or picking up and flying the structure. Only person on the structure may touch it. Everyone else is not allowed to touch structure or person on it. If person on structure falls off, the group restarts from the beginning. Completed: When team has walked structure to end position without touching structure or person on it and without letting person on structure fall.
Activity Eight: Who Does What?	Sat 15:00	Same 2 groups	*2 Sets of 6 General Interest Areas Cards *2 Sets of 18 Occupations *Treasure Map of ME	I would choose an item to represent each of the 18 occupations and label the item with that occupation. I will keep my 6 areas I setup the interest group at and then let the 2 teams run around placing their items at groups. To facilitate, the entire group will walk from area to area hearing from a member of each group why they placed those items at that general interest group. At the end let each person write down 3 Interests blocks on their Treasure Map of ME .
Activity Nine: Skills/Abilities Activity #2: My can-do's	Sat 16:00		*Skills/Abilities Description Cards *Treasure Map of Me Handout	30min. Same as in manual. Use last 1minute and have them write their top 3 skills/abilities in the 3 boxes on their Treasure Map of ME .
Prep for supper:	Sat 16:30			They will make tools to use for cooking own supper.
Supper	Sat 17:00:00			
Activity Ten: Priority Game	Sat 18:00	Each one on their own	For each camper give: *4x Green paper *4x Blue Paper *4x Yellow Paper *4x Red Paper *4x Orange Paper *1x Pen	Setup: Each camper gets 20 pieces of papers, 4 for each color. They need to write the following for each color. ORANGE - 4 Favourite/Most important people BLUE - 4 Most important/Valuable possessions. YELLOW - 4 Most important/favourite places on earth for them GREEN - 4 Best memories they have RED - 4 Aspirations/dream/awards they accomplished or want to. Play: Once everyone has written their 20 priorities, place a bin (or throw in fire if you can do it outside) in the middle of the room. Round1: Place 5 cards in bin/fire. They can be of any color. Let them know they have to let those go as if they were never part/can never be part of their lives. (15 left) Round2: Drop another 4 cards. (11 left) Round3: Drop another 3. (8 left) Round4: Drop another 2. (6 left) Round5: Drop another 1. (5 left) Complete: Ask who would like to share how they experienced that exercise. Who would like to share what they kept. You can also count how many of each color is left and compare to see which color in the group has the highest number left over. It usually is ORANGE - People. Talk about that and how important people are to God. All these careers are to help people in some way.
Activity Eleven: Priorities Activity #1: Stacking it up	Sat 18:30		*Priority Stack Cards *Treasure Map of Me Handout	20min. Same as in manual. At the end let them fill in the 12 priorities (top 4 of each priority section) in any 12 Priority blocks.
Break:	Sat 19:00			Hot Chocolate

Activity Twelve: Sat 19:15
Priorities Activity
#2: Wrapping it up
Shower + Games Sat 19:30
Sleep Sat 21:00

*Activity Questions

15min. Same as in the manual

Have fun and play board games/card games as people are showering.

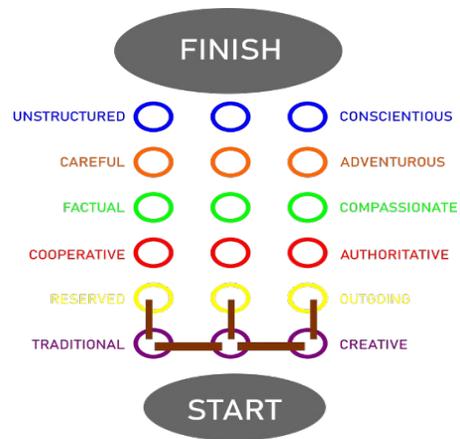
SUNDAY

Wake up Sun 06:00
Breakfast Sun 07:00
Adventure Activity: Sun 08:00
Crocodile Crossing
Team obstacle
course
Break and Snack Sun 10:00
Debrief YES and Sun 10:15
Sythesis
Thank you's and Sun 11:15
good byes
Pack up and depart Sun 11:30

A team obstacle course that can easily help you see different personalities, skills sets and some priorities. This will help campers to practice using strengths more and being aware of weaknesses more.

Give time for individuals to share what they learned about themselves and what they learned about someone else. Also what they enjoyed on the camp.

Personality Continuum Acid Field



Personality Fillable Form

Yes! Personality: Introduction Activity

<input type="radio"/>	<input type="radio"/>		Unstructured	←	→	Conscientious		<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>		Careful	←	→	Adventurous		<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>		Factual	←	→	Compassionate		<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>		Cooperative	←	→	Authoritative		<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>		Reserved	←	→	Outgoing		<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>		Traditional	←	→	Creative		<input type="radio"/>	<input type="radio"/>

Treasure Map of Me (Still in progress)

