

Charting Your Own Highway

Lesson Plan

1. Welcome and Introductions (myself and TA) [**2 mins**]
 2. Name game I [**30 mins**]
 - Head outside to find “our place.”
 - Pair students (assign students a number, find person that sums to one more than the last number)
 - Students have one minute to interview the other
 - Students will report back to the group what they learned about the other
 3. Syllabus, webpage, and expectations [**5 mins**]
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 4. “How College Differs from High School” Activity [**25 mins**]
 - Hand out tables, ask students to examine
 - Form seven groups of 2 or 3 each (count to 7, get together by number)
 - Assign each group a section (two groups will get “Instructors”, one should focus on first 6, other on last 5)
 - Ask them to read each couplet and discuss (explain). Give 5-7 minutes.
 - Which ones surprised you the most?
 - Which ones seem most difficult to adjust to?
 - Which ones (if any) to you think are not real?
 - Any other comments?
 - Any others to add?
 - Ask each group to report back to the group when finished.
 5. “Questions in a Hat” [**2 mins**]
 - Introduction
 - Give each student two pieces of paper and ask them to articulate a concern that they have about getting started in college. Ask them to be honest and clear, but to write it in such a way that they cannot be identified.
 - Can be completed during the next activity.
 6. “Goals and Expectations” worksheet [**20 mins**]
 - Briefly introduce the concept of articulating one’s expectations and setting goals.
 - Ask students to complete worksheet to be handed in.
 7. “Questions in a Hat” Activity [**20 mins**]
 - Ask students to put papers into a “hat”. Shake up the hat.
 - Ask Lauren to look through questions, identify common threads, remove ones that are poorly defined.
 - Read question, ask if anybody wants to comment or add to the question
 - Lauren and Derek provide responses or opinions related to the question
 - Discuss as many as possible.
 8. Announce Everybody Party Assignment and preparation for next module [**2 mins**]
 9. Name Game II
 - Nobody can leave until I say everybody’s name ... when stuck, others can give me hints, but not the person I am stuck on.
 - OR *Time Permitting*
 - Two groups of 9 (with me and TA in opposite groups) ... put odds and evens together from first name game.
 - First person says their name with a descriptor with the same first letter as their name and an identifying action (“I am Diving Derek”)
 - Person to their left does the same and repeats all people before them
 - If broken start over, but person that broke goes first.
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Resources for Name Games, Ice-Breakers, Team-Builders

- <http://www.ultimatecampresource.com/site/camp-activities/>
- <https://www.icebreakers.ws/>
- <http://www.wilderdom.com/games/FreeTeamBuildingActivities.html>