

EXAMPLE OF HANDOUTS FOR STUDENT COUNCIL MEMBERS

**Freshman Orientation
Thursday, August 29, 2013**

Time: 9-12

Arrive at 8 AM and clean up until 12:30

Color Groups: Orange, Pink, Yellow, Red, Blue, White, Black, Green Purple
Assigned with leis when students arrive to ensure equal size groups

My Color Group is _____

My Partners are _____

Schedule for the Day

until 9 AM/greeting and arriving: students will arrive, be assigned color groups and assemble in rooms

9-10 AM: All freshmen will go to Administration Meeting (auditorium)

10-10:30 AM and 10:30-11 AM: Club Fair & Team Building

½ of the groups will go to the front cafeteria for the club fair/the other half will be in the front gym for team building. At halfway through the hour, the groups will switch.

11-12: To individual color classrooms for icebreakers/Q&A/tours

- During this time, you will meet in your individual rooms to do icebreakers/Q&A.
- Orientation coordinator will come by a couple groups at a time to tell them to take their groups on the tour. Visit freshmen classrooms, major attractions like the cafeteria, gyms, bathrooms etc.
You also need to make sure that EVERY student can open their locker combination!

Schedule/Set Up for the Day

8-9-- Student Council members/volunteers will set up/decorate individual color classrooms in designated classrooms, lobby, front gym, and front cafeteria club fair

8:30-9-- Freshmen arrive, receive a color lei, go to their individual color classrooms

9-10--Administration Meeting (Auditorium--all color groups report)

10-10:30--Club Fair/Team Building (front gym & front caf) (½ of the color groups in each area)

10:30-11--Club Fair/Team Building

11-12-- Icebreakers/Q&A/Tours Rollout

Team Building Activities (in the gym)

****Blindfolded Leader Game ****

Time Needed: 5 minutes

Number of Players: Large Group

Preparation Needed (Ahead of Time): None

Instructions:

Everyone gets in a line and puts their hands on the shoulders of the person in front of them.

Everyone except the first person in line closes their eyes. The first person who is the leader leads everyone around, and the group has to communicate and work as a team to avoid obstacles.

****Time Warp (Jump Ropes)****

1. The team's goal is to get everyone through a spinning jump rope in two rounds.
2. blindfold three to five people on a team of ten
3. two team members are chosen as spinners (must still go through the portal)
4. in the first round, two people pass through the portal at a time
5. in the second round, the whole team goes
6. someone must pass through on each beat of the rope
7. if someone is hit by a rope, or the team misses a beat, everyone starts over

****Human Knot****

Have everyone stand in a giant circle facing inwards. Then have each person cross their arms then link hands with the people standing next to them. Starting with one person try to unravel the knot WITHOUT unlinking any of your hands.

****The Wave****

Form a straight line with people standing behind each other. The leader starts off making an arm motion and the group members follow one at a time immediately following each other to make a wave. See how fast you can go. The leader can change the motion and pattern of the wave.

****Group Lap Sit****

The group will start standing in a circle, shoulder to shoulder. Everyone then turns to the right and put their hands on the shoulders of the person in front of you. The group will need to work together to communicate. At the count of 1-2-3 everyone is instructed to sit on the knees/lap of the person behind him or her. If this is done too quickly, group members will fall over. Once this has been completed, the group may wish to try to walk in this formation. This is a dynamic activity - and one that will make the group feel a great sense of accomplishment when successfully completed!

Freshmen Orientation Icebreakers (in the classroom)

****People Scavenger Hunt****

-Either out loud with the whole group, or by having freshmen walk around individually with a pen and photocopy of the list, find freshmen who fit each description--use the list below for ideas and come up with your own! (one person per characteristic)

-Ex.: "Find someone who has been out of the country" or "find someone who has more than three siblings"

Find someone who...

- Likes to eat French Fries
- is wearing pink
- has one sister
- has ridden on an airplane
- wears glasses
- likes to eat pizza
- has four letters in his or her first/last name
- is wearing blue
- likes to read
- has a dog
- has been to Europe
- has been to a continent besides North America or Europe
- has more than six letters in his or her first name

What You Need!

If you plan to have students walk around individually, you need to photocopy a list and bring pens!

****Two Truths and a Lie****

-Go around the room and have each person tell two things that are true about themselves and one that is a lie.

-Then have the next person guess which statement is a lie, continue around the room.

****Name Game****

Form a circle with everyone standing up. The first person says their name and makes a motion or symbol to represent himself. The next person repeats the name and symbol of the person before them, then says their name and adds their symbol. The next person repeats the name and symbol of everyone before them and then adds their own. Repeat until everyone in the circle has gone.

****Anonymous Q&A****

-Have each person in the group write down a questions they have (whether it be about the cafeteria, teacher, classes, etc) then put it in a hat or a box of some sort

-Answer each question one at a time, and keep it anonymous!

-Each freshman MUST make a question, it's okay if two people have the same one

What You Need: Pens for all members of the group, index cards, or scraps of paper

****Stereotype Forehead Cards****

-Place each stereotype on the list onto note cards, then give each freshman a card but DO NOT let them read it(have them tape it to their forehead)

-Have everyone walk around the room and talk to each other - the object is to get the person you're talking to guess what the stereotype is on their own card without saying what it is. For example, if someone's stereotype is "super jock" you might walk up to them and say things like, "you must be tired from practice!" or "Do you ever stop drinking Gatorade?" Once they guess what their stereotype is, the person sits down.

-Stereotype List:

1. Super Shy
2. Major Jock
3. Class Clown
4. Goth
5. Bookworm
6. Always Texting
7. Facebook Obsessed
8. Clueless
9. Promiscuous
10. Loves to Party
11. Caffeine Addict
12. Most Likely to get Arrested
13. The "Mean Girls" Girl
14. Teacher's Pet
15. Know-it All
16. Fashionista
17. Video Gamer
18. Too Talkative
19. Germaphobe
20. Total Rebel

What You Need:

- Make up index cards with these stereotypes ahead of time! Bring tape to put them on foreheads.