Role Playing & Goal Setting

These activities will allow members to:

- Learn how to set goals and develop team-building skills.
- Practice active listening.
- Think through problems to find solutions.

Materials needed:

- Two Role Playing worksheets per club. Download them at kkids.org/IDEA.
- One Goal Setting worksheet per member (available online)
- Pens or pencils

How to lead this activity:

Before the meeting, club officers should contact the organization the club has chosen for its service project. (If the club is doing a service project for the school, this activity can be skipped because you already talked to your school leaders during the Develop the Passion step.) Give the organization an overview of the club's initial plans. Be sure to ask if there is any information the club should know before executing the service project.

- Begin the club meeting by giving a report on how the conversation with the organization went.
- 2. Give each member a Goal Setting worksheet. Let members know the first step of planning a successful service project is to set goals the club can focus on together.
- 3. Ask members to form groups. Here's how:
 - a. Using numbers 1–4, assign each member a number.
 - b. Or, ask members to count off 1–4.
- 4. Ask for two volunteers to come to the front of the room. Give each volunteer a Role Playing handout, and assign each of them a role for the first scenario.
- 5. Using the script, each member should act out the scenario in front of the club.
- 6. When the scene is finished, let the volunteers know they can return to their seats.
- 7. Use the following questions to begin a club discussion about the scenario:
 - a. What went wrong in this scenario?
 - b. How could the club have worked together better to avoid this mistake?
- 8. After members respond to these questions as a club, ask each group to complete the goals for the first scenario on the Goal Setting worksheet.
- 9. When groups are finished with scenario 1, repeat steps 3–7 for the remaining scenarios.
- 10. When the activity is over, thank everyone for their time and participation.

ACTIVITY HANDOUT

Role Playing

Use the following role-playing scripts to demonstrate the importance of each goal.

Scenario 1

Imagine that your club is holding a carwash fundraiser. The event is tomorrow, and the club is having a last-minute meeting before the event.

Club president: "Our carwash fundraiser is tomorrow. Our goal is to raise \$200. I have confirmed we have all the supplies that we need: buckets, sponges, soap and volunteers. Great job, everybody. It looks like we will have a great event!"

Club member raises his/her hand

Club president: "Yes, do you have a question?"

Club member: "I think we have one small problem. I was supposed to ask the school for approval a while ago, but I forgot. Last week I finally asked the principal if we could use the school parking lot for the carwash but it did not get approved. There is another event taking place at the school at that time."

Club president: "Wait, so we don't have a place for our carwash tomorrow? That means we will have to cancel the fundraiser."

Club member: "I'm sorry. I just forgot that I was supposed to ask the school. When we didn't get approval, I knew the club would be disappointed."

Scenario 2

A K-Kids member is having lunch with a student who is not a member of the club.

Non-club member: "So what do you do in K-Kids?"

Club member: "We help people."

Non-club member: "How do you help them?"

Club member: "We do projects and stuff. We have a service project coming up where we are going to help the homeless."

Non-club member: "Oh tell me more about it! I'm very interested in helping the homeless. What kind of service are you doing? When is it?"

Club member: "Ummm, I don't really know the details. I am not sure when it is, either. Um, I have to go. Talk to you later!"

EXECUTE THE PROJECT

ACTIVITY HANDOUT

Scenario 3

The K-Kids club recently held a coat drive to benefit a local shelter. Two members are reflecting on how the service project went.

Club member #1: "How do you think the drive went?"

Club member #2: "I guess it went OK. Too bad there were no posters or signs about what we were doing. I think some people didn't understand."

Club member #1: "I know. People kept asking why we were putting coats in a box. I wish we had money to make posters before the drive."

Club member #2: "Or money to buy more coats after the drive—so we could hit our goal. The shelter needed 50 and we only collected 35."

Club member #1: "I wish we would have thought about ways to raise money before the event."

ACTIVITY WORKSHEET

Goal Setting

The first step to planning a great service project is to set goals. This will help you measure success. Add your own to the suggested examples below.

Goal 1: Teamwork and event planning

Our club will work together to accomplish a successful service project.

How can we communicate with each other with respect?	Accountable Talk (pages 16–17 in the IDEA guide)
How will we work together to solve conflicts?	• •
How can we make sure everyone completes their tasks on time?	• •

Goal 2: Advocacy

Our club will bring awareness to this cause and show how others can join our efforts.

How can we be prepared to share what we know?	 Talking Points (pages 42–43 in the IDEA guide)
How will we include others and ask them to join?	• •

EXECUTE THE PROJECT ACTIVITY WORKSHEET

How can we make sure we follow up with those who are interested in learning more?	•	_
	•	_
	•	_

Goal 3: Fundraising and in-kind donations

Our club will ensure that we have all the materials necessary for our service project.

How can we figure out everything we need for our service project?	Service Project Assessment (pages 50–51 in the IDEA guide)
How can we make sure we have enough money to complete our service project?	 Create a budget (pages 58–59 in the IDEA guide)
What other ways can we get the supplies we need?	 Ask for in-kind donations (check out the Deciding to Fundraise activity on pages 64–65 in the IDEA guide)