

| Component: | Opening |
|-----------------|------------------|
| Grade Level: | K-5 |
| Activity Title: | Acts of Kindness |
| Focus: | Opening Routine |

Materials:

12" by 1" strip of construction paper for each student Pencils Staplers

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | | |
|--|---|--|
| Directions: This is an activity for everyone on the team. Each team member writes and/or illustrates a "random act of kindness" on the strip of paper. Group then chains the strips together to make a paper chain. You can link the chains together to create a long group chain. | Encourage all youth to participate in the opening activities. | |

| Closing | |
|---------|--|
| Review | |



Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | American Idol |
| Focus: | Opening Routine |

Materials:

Boom box Karaoke CD Lyrics of 2-3 songs on the CD

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | | |
|-------------|---|--|--|
| Directions: | | Encourage all youth to | |
| 1. | Each group selects one representative. | participate in the opening activities. | |
| 2. | Player comes to the front and rolls the die—1 or 4, song 1, 2 or 5, song 2, 3 or 6, song 3. | | |
| 3. | Player is given the lyrics for the song with the number that corresponds with the number rolled on the die. | | |
| 4. | Turn on the music and student sings with the Karaoke music. | | |
| 5. | Winner is selected by crowd applause and clapping | | |



Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Amoeba |
| Focus: | Opening Routine |

Materials:

None

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | | |
|-------------|--|---|--|
| Directions: | | Encourage all youth to | |
| 1. | This activity is for everyone on the team. | participate in the opening activities. | |
| 2. | Students begin by finding one partner on the team. | | |
| 3. | Students talk to one another and determine something they have in common that is unusual. | | |
| 4. | Give them 1 minute to determine the commonality. | | |
| 5. | Pair then joins another pair and repeats the process. | | |
| 6. | Group of 4 repeats by joining another group of 4. Continue until the entire group is together. | | |
| 7. | Activity is over when group has 1 area of connection. | | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Clay Critters |
| Focus: | Opening Routine |

Materials:

Container of Play Dough for each team

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | |
|---|---|
| Directions: 1. Team selects a champion to sculpture for them. 2. When all of the team representatives are in front, call out a critter name to be sculpted with the clay. | Encourage all youth to participate in the opening activities. |
| Group is give 2 minutes to make the sculpture. Winner is determines by audience cheers and applause. | |

| Closing |
|--|
| Review |
| Program Leader should ask students to describe the opening activity. |



Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|------------------------------|
| Grade Level: | K-5 |
| Activity Title: | Fear Factor: Flipper Flopper |
| Focus: | Opening Routine |

Materials:

Rubber chicken for each team Penny for each team

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | | |
|---|---|--|
| Directions: You will need a rubber chicken and 1 penny for each homework group. Each homework group sends two players to the front. One is the flipper, and the other is the flopper. The rubber chicken (or whatever else you can get) is about 10 feet away. When you say "GO", the flipper flips the penny and lets it fall on the floor. If it is heads, the flopper can move 2 steps toward the chicken If it is tails, the flopper is frozen. B. The first team to the chicken, wins! | Encourage all youth to participate in the opening activities. | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|---------------------------|
| Grade Level: | K-5 |
| Activity Title: | Fear Factor: Yogurt Worms |
| Focus: | Opening Routine |

Materials:

Yogurt for each team Gummy worms Plastic spoons

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|---------------|--|---|
| Directi 1. | ons: One player from each team. | Encourage all youth to participate in the opening |
| 2. | In front of each team member place a container of yogurt with Gummy Worms inside. | activities. |
| 3. | When you say "GO", each player eats the yogurt and the Gummy Worms in their container. | |
| 4. | Winner is the student who is finished first. | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|------------------|
| Grade Level: | K-5 |
| Activity Title: | Friends for Life |
| Focus: | Opening Routine |

Materials:

None

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | | | |
|------------------|---|--|--|
| Directi | ons: | Encourage all youth to | |
| 1. | This activity is for everyone on the team. | participate in the opening activities. | |
| 2. | Student selects a partner, greeting them with an exchange of names and a strong | | |
| | handshake. | | |
| 3. | Players share their favorite food with this partner. This becomes Partner #1 who is | | |
| | their "High 5 Partner". | | |
| 4. | Students change partners several times: | | |
| | Partner #2: Introductions, favorite color, Low 10 Partner | | |
| | b. Partner #3: Introductions, favorite school subject, Elbow Swing Partner | | |
| | c. Partner #4: Introductions, favorite TV show, Booty Bump Partner | | |
| | d. Partner #5: Introductions, favorite movie, Patty Cake Partner | | |
| 5. | After introducing each new partner, review by calling out Low 10, or Booty Bump, | | |
| | or High 5 randomly, reminding students that they have to find the right partner. | | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Group Juggle |
| Focus: | Opening Routine |

Materials:

One piece of copy paper for each person

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|-------------|--|--|
| Directions: | | Encourage all youth to |
| 1. | This is an activity for everyone in the group and should be done outside. | participate in the opening activities. |
| 2. | Give each person in the group a piece of paper to "crush" into a ball. | |
| 3. | Ask the group to stand in a circle. | |
| 4. | Group chooses a leader and then gives that leader the crushed paper balls. | |
| 5. | The first round is to determine the pattern. The leader tosses an item to one person in the circle, calling his/her name. That person catches the item and tosses it to another person. When the last person gets the item, they pass it back to the | |
| | leader. | |
| 6. | Each time you play, the player tosses the item to the same person, and catches the item from the same person, no exceptions. | |
| 7. | For round 2, each time the leader tosses an item, he/she picks up another item and tosses it as well. | |
| 8. | The challenge for the group is to keep all of the balls up in the air at the same time. | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Guess Who |
| Focus: | Opening Routine |

Materials:

Name Tags (place the name of a famous person-to youth-on each name tag), do not let any player see the names

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | |
|---|---|
| Directions: Group should select two champions to represent them. When each student comes forward have the group form a circle, face out. Place the name tag on the back of each student. When you say "GO", players must circulate and ask the others a "yes" or "no" question. First player to correctly guess his/her mystery name wins. | Encourage all youth to participate in the opening activities. |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Hoop Target |
| Focus: | Opening Routine |

Materials:

Hula Hoops (6 different hoops) Nerf Football (3)

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | |
|--|---|
| Directions: Group selects 3 team champions. Set up hoops at 3 different distances. Player decides which hoop he/she will throw the ball through. En you say, "Go", players throw the Nerf ball through his/her designated target. Team gets one point for each successful throw. Team with the most points, win. | Encourage all youth to participate in the opening activities. |

Closing

Review

Program Leader should ask students to describe the opening activity.



Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Human Knot |
| Focus: | Opening Routine |

Materials:

None

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|-------------|--|--|
| Directions: | | Encourage all youth to |
| 1. | This is an activity for everyone in the group. Activity is done outside. | participate in the opening activities. |
| 2. | Ask each group of students to gather into a tight group. | |
| 3. | Each person holds out their hands into the center of the group and grabs two hands. | |
| 4. | They cannot be two hands of the same person or one of a person standing right next to them. | |
| 5. | Now that the group in all connected into a large knot, the challenge is to untangle themselves without letting go of the hands they are holding. | |
| 6. | The group should end up in a large circle. | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | К-6 |
| Activity Title: | Math Quiz Relay |
| Focus: | Opening Routine |

Materials:

Music (youth appropriate)

A sheet with 4 math problems reflecting the appropriate grade per class (Problems can be taken from homework assignments or scope and sequence of the instructional day.)

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

Opening Activity

| Direct | ons: Announce to the group that today's activity will be Beat Ball and that they will pick their Fab 4 from their class to begin. They will competing in a relay race that requires then to do complete a math problem, power walk to the cone across from them, power walk back and tag their team mate. The process will continue until the last member on the team has completed the process. | Encourage all youth to participate in the opening in some way. |
|--------|--|--|
| 2. | Have students line up at their cone. Use the music to signal the start. The team that | |
| | completes the process first, wins. | |
| 3. | Audience should cheer and applaud the teams. | |



| Closing | | |
|---|--|--|
| Review | | |
| Program Leader should ask students to describe the opening activity. | | |
| Debrief | | |
| This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening | | |
| today?" "What suggestions do you have to make Opening even better? | | |
| Reflection (Confirm, Tweak, Aha!) | | |
| Ask students to think about an activity that they will suggest being an opening activity. | | |



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | К-5 |
| Activity Title: | Not Me! |
| Focus: | Opening Routine |

Materials:

Paper square—20" by 20"

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | | |
|------------------|--|--|
| Directions: | | Encourage all youth to |
| 1. | Give each team (approximately 20 students) 1 piece of heavy paper. | participate in the opening activities. |
| 2. | The task is for everyone to touch the paper without touching anyone else in the shortest amount of time. | |
| 3. | Everyone does not have to touch the paper at the same time, they must just touch it. | |
| 4. | A good time is 2-3 seconds. | |
| 5. | Let students work through a way to accomplish this task. | |
| 6. | Let the team that does this in the shortest time share with the rest of the group. | |

| Closing |
|---------|
| Review |



Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|------------------|
| Grade Level: | K-6 |
| Activity Title: | Ping Pong Soccer |
| Focus: | Opening Routine |

Materials:

2 Red Cups 1 Ping Pong Ball Timer or Clock Music (youth appropriate)

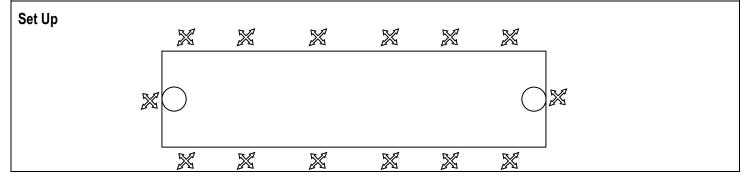
Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.





| | Opening Activity | |
|---------|---|---|
| Directi | | Encourage all youth to |
| 1. | Announce to the group that today's contest will be Ping Pong Soccer and that they will pick a Fab 7 team to represent them | participate in opening activities in some way. |
| 2. | Explain that each Fab 7 team will be competing against another Fab 7 team, preferably the same grade level. | activities in some way. |
| 3. | The goal is to have 6 players and 1 goalie. Players can "flick" the balls and the goalie can only block the cup by "flicking" the ping pong ball away. | |
| 4. | Each game is 5 minutes long. (Multiple games can be going at once.) The team with the most goals (ping pong ball into the red cup that is laying on its side, opening facing the field) wins! | |
| 5. | Audience should cheer and applaud the teams. | |
| 6. | Fab 7s all get to leave early | |

| Closing | | |
|--|--|--|
| Review | | |
| Program Leader should ask students to describe the opening activity. | | |
| Debrief | | |
| This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening | | |
| today?" "What suggestions do you have to make Opening even better? | | |
| Reflection (Confirm, Tweak, Aha!) | | |
| A distributed of the distributed | | |



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-5 |
| Activity Title: | Suck It Up |
| Focus: | Opening Routine |

Materials:

Straws for each student Plastic cups M and M's (miniature) Small cups

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

Opening Activity Directions: 1. Team selects a champion to play the game. Encourage all youth to participate in the opening activities. 2. Place empty cups in front of each player. 3. Give each player a straw. Encourage all youth to participate in the opening activities. 4. On the whistle or count down, players must open M& Ms bag and suck up one M & M at a time and place it in one cup. Each cup must have only one M & M color in it (1 cup = red, 1 cup = blue, etc.) Each cup must have only one M & M color in it (1 cup = red, 1 cup = blue, etc.) 6. If player mixes up any colors, they are eliminated. How the strategies of t

Closing



Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|------------------------|
| Grade Level: | K-5 |
| Activity Title: | Table Art: Comic Strip |
| Focus: | Opening Routine |

Materials:

Butcher paper Pencils Color markers

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|-------------|---|--|
| Directions: | | Encourage all youth to |
| 1. | This is an activity for everyone on the team. | participate in the opening activities. |
| 2. | Ask group to select a cartoon character. | activities. |
| 3. | Divide students into pairs. | |
| 4. | On the butcher paper in front of them, the pair creates a cartoon of a single event | |
| | for the character that the team selected. | |
| 5. | Team shares with other teams. | |
| | | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|--|
| Grade Level: | K-5 |
| Activity Title: | Table Art: Congratulations! You're Amazing |
| Focus: | Opening Routine |

Materials:

Butcher paper Pencils Color markers

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

Directions: 1. This is an activity for everyone on the team 2. Have students sit at the table with the butcher paper spread out in front of them. Each person should also have a pencil. 3. Student writes his/her name on butcher paper. 4. On your cue, students move one person to the right and write a compliment for the person whose name is written on the butcher paper. Younger children can draw a picture. 5. Continue moving youth along for 8 students. 6. Have youth return to their original spot and read the compliments. Fincourage all youth to participate in the opening activities.



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|---------------------------|
| Grade Level: | K-5 |
| Activity Title: | Table Art: One Color Only |
| Focus: | Opening Routine |

Materials:

Butcher Paper Box of crayons

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|-------------|--|---|
| Directions: | | Encourage all youth to |
| 1. | This is an activity for everyone in the group. | participate in the opening activities. |
| 2. | Begin with the butcher paper down the center of the table and give each person one crayola. | activities. |
| 3. | Next, tell them they will have to work together to create a masterpiece. | |
| 4. | They may not talk or whisper to each other. | |
| 5. | They may not share their crayons with each other. | |
| 6. | They must use non-verbal communication techniques to decide what to draw together. | |
| 7. | If one person needs a color the other person has, they must find a way to communicate their wishes for the other student to execute. | |

Closing



Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|----------------------------|
| Grade Level: | К-5 |
| Activity Title: | Table Art: Potpourri Quilt |
| Focus: | Opening Routine |

Materials:

Butcher paper the length of the table (12' – 20') Pencils Crayolas, marking pens, and/or colored pencils

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| Opening Activity | |
|---|---|
| Directions: This is an activity for everyone on the team. Place the butcher paper on the table between the team members. Ask the team to select a partner to work with. In their section of the butcher paper, the pair should decide how to illustrate Potpourri Quilt (they can draw anything they would like) and using pencils, crayolas, colored pencils, and/or markers, the pair draws the illustration. | Encourage all youth to participate in the opening activities. |
| In their section of the butcher paper, the pair should decide how to illustrate Potpourri Quilt (they can draw anything they would like) and using pencils, | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|-----------------|
| Grade Level: | K-6 |
| Activity Title: | Tower of Cups |
| Focus: | Opening Routine |

Materials:

20 red cups per class Music (youth appropriate)

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

Set Up

N/A

Opening Activity

Directions:

- Each class will be given 20 cups. The goal of this exercise is for the class to work together as a whole.
 Encourage all youth to participate in the opening in some way.
- 2. Students will work together to build a tower out of 20 red cups. The only rule is the cups are the only building material they can use.

| Closing | |
|---|--|
| Review | |
| Program Leader should ask students to describe the opening activity. | |
| Debrief | |
| This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening | |
| today?" "What suggestions do you have to make Opening even better? | |
| Reflection (Confirm, Tweak, Aha!) | |
| Ask students to think about an activity that they will suggest being an opening activity. | |



| Component: | Opening |
|-----------------|--------------------|
| Grade Level: | K-5 |
| Activity Title: | Water Balloon Toss |
| Focus: | Opening Routine |

Materials:

Water balloons (one for every two students) Activity happens out of doors

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|----------------------|---|---|
| 2. 3. 4. 5. | | Encourage all youth to participate in the opening activities. |
| 7. | Continue until only one team has an intact water balloon. | |



Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



| Component: | Opening |
|-----------------|----------------------------|
| Grade Level: | K-6 |
| Activity Title: | Where, oh where can it be? |
| Focus: | Opening Routine |

Materials:

5 red cups 1 ping pong balls Music (youth appropriate)

Opening

State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

| | Opening Activity | |
|---------------|--|--|
| Directi 1. | ons: Announce to the group that today's contest will be Where, oh where can it be? and that they will pick a Fab 5 team to represent them. | Encourage all youth to participate in the opening in |
| 2. 3. | | some way. |
| 4. | Each person on the Fab 5 team will get a chance to guess which cup the ball is under. The team with the most correct guesses wins! | |
| 5. | Audience should cheer and applaud the teams. | |
| 6. | Fab 5s all get to leave early. | |



| Closing | | |
|---|--|--|
| Review | | |
| Program Leader should ask students to describe the opening activity. | | |
| Debrief | | |
| This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening | | |
| today?" "What suggestions do you have to make Opening even better? | | |
| Reflection (Confirm, Tweak, Aha!) | | |
| Ask students to think about an activity that they will suggest being an opening activity. | | |