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**Goal: Start Action Snapshot Campaign**

**Prep:**

Prepare copies of Action Logs, one per Ambassador.

**Meeting Agenda:**

**Welcome and Opening Activity – 10 min.**

- Begin by welcoming everyone and take attendance (can be taken during the game).
- **Play** a round of Who is the Leader, see directions attached.

**Activity and Ambassador Skill Development – 15 min.**

- Introduce the Ambassadors to the Action Logs and explain the importance of Data Collection/Action Snapshot Campaign. Explain that during the Campaign, Ambassadors will be expected to record each of their interventions using the paper Action Log.
- Have Ambassadors act out an example of mistreatment (use post-its or examples from discussions) and an Ambassador intervention and then fill out an Action Log together.
- Give each Ambassador several copies of the Action Log and let them know where they can get more.
  - Ask them to fill out Action Logs until the next FG meeting. Ambassadors should turn in their logs to you at the next meeting.

MIDDLE / HIGH

**Closing – 2 min.**

- Bring meeting to a close by gathering in a circle and pass a talking piece around having everyone answer:
  1. What's your favorite dessert?
  2. What's your favorite tv show?

## Who is the Leader?

Materials: None

Timing: 10 minutes

Preparation: None

### Who's the Leader?

**Summary:** One person tries to guess who is leading the group (i.e. changing the "movement" - like winking or clapping - that all are doing). Sharpens observation skills.

**Materials:** None

**Directions:** The object of the game is for one player – The Guesser – to leave the room while the rest of the group decides on a Secret Leader. The Guesser comes back in and tries to find out who is leading the group, the Secret Leader.

- Ask for a volunteer to be the Guesser who then leaves the room.
- When a Secret Leader has been chosen, the group stands in a circle.
- The Secret Leader initiates a movement like clapping, jumping, moving hips, shrugging shoulders, winking, etc. The rest of the group members imitate the Secret Leader, while trying not to reveal who it is (e.g., without staring at the Secret Leader).
- The Guesser is called back in and stands in the middle of the circle while the rest of the group follows the Secret Leader as s/he changes to a new movement. All the players who stayed in the room try not to reveal whom they are following, and the leader tries not to reveal that he or she is leading.
- The Guesser tries to name the Secret Leader within three guesses. If they can guess who it is, then he or she chooses another player to leave the room.

**Variation:** You may have players pair up and leave the room and then come back into the middle of the circle and guess together. They can work together on guessing. Unless you have more than 9 or 10 people, they should still only use 3 guesses.

**Debrief:**

- How did it feel to be the Secret Leader?
- How did it feel to be the Guesser?
- What were some clues to who the leader was?
- How did the players try to "trick" those who were guessing?