

CORNERSTONE 2016 RESOURCE

First Day Sweatshirt! *FJC Knowledge Center Resource*

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SUMMARY:	Participants will design an "end of session" shirt complete with nicknames and memories that have not yet happened on the first day of the session. - <i>Submitted by Meir Balofsky</i>
TOPICS:	Communication Skills, Community Building, Group Dynamics, Leadership Development, Visual Arts
LEARNING OBJECTIVE:	Participants will realize how everyone may have completely different expectations for the same experience.
AUDIENCE:	All ages. Great for bunks on the first day of camp or staff on the first day of staff week.
LENGTH:	20-30 Minutes
MATERIALS:	<ul style="list-style-type: none"> • Poster board • Markers

Session Description:

Groups of 5-8 - Give out a cut-out of a shirt out of paper and markers.

Instruct each group to design their END OF CAMP SESSION souvenir sweatshirt, complete with nicknames that have not yet been established and memories that haven't happened yet.

Give no more than 7 minutes to complete the task.

Have each group present their sweatshirt design to the rest of the group.

Additional Notes for Bringing it Back to Camp:

If a camp has certain parameters for apparel, they can be incorporated (such as "you must use your camp's logo in some way" etc.)