Story Slam
Evening Experience

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SUMMARY:	Storytelling opens up pathways between people and creates shared experience. In this session, we will tell stories of investment: a time when you invested in someone or someone invested in you, or you made an investment and received – or didn't receive - a return on that investment. - *Submitted by Akiko Yonekawa*
TOPIC(S):	Storytelling, building community, sharing experiences
LEARNING OBJECTIVE:	Participants will have a nuanced, communally-created definition of what it means to invest.
AUDIENCE:	This activity is best suited for participants who are teenaged and older
TIMING:	75 minutes
APPENDICES:	N/A
MATERIALS NEEDED:	• Two skeins of the same color yarn • Index Cards • Pens • A box or basket for passing around • Flipchart and markers • Scissors
SET-UP DETAILS:	• Chairs set up theater-style, facing a small stage-area (or actual stage) • Microphone with stand • Speaker for playing music • Table with index cards, pens, and a box placed at the entrance to the room • Before the program, place on each chair a pen and a form asking participants to think of a time of investment

SESSION TIMELINE & OUTLINE:

00:00-00:05 Getting Settled
00:05-00:45 Storytelling
00:45-00:55 Voting
00:55-1:05 Our Definition of Investment
1:05-1:15 Announcement of Story Slam Champion

00:00-00:05 Getting Settled
As people are getting settled, have music playing and encourage them to fill out the form (prompting them to tell a story of investment) and put it in a box or basket that is being passed around.

Participants that would like to tell stories can put their names, where they are from, and their camps on an index card and put it in the box. People can continue to put their names in the box and answer the question at any time during the program.

00:05-00:45 Storytelling
When everyone is settled in, host will open the program with an intro to the evening's theme and the rules of storytelling: the story you tell should be true and have happened to you, you will have 5 minutes to tell your story and music will play at the 4 and 4 ½ minute marks.

Host will call up a storyteller and introduce that person and let them tell their story. When that person is done, host will hand them the ball of yarn which they will secure to the mic stand and then take back to their seat and secure to part of their chair. Each time a storyteller comes up, their name should be written on a flipchart.

Host will say a few words about the story they just heard, read an answer or two from the evening's questions and call up another storyteller. When that storyteller is done, the previous storyteller will throw that person the ball of yarn and that person will secure it to the mic stand and take it back to their seat and secure to their seat.
You will have time for 6 stories.

00:45-00:55 Voting
Pass out the remaining index cards and have participants vote for their favorite story. While voting is happening and votes are being counted, music should be playing and hosts will organize a definition of investment based on the stories that were told.

00:55-1:05 Our Definition of Investment
Host will take the stage again and congratulate the storytellers, and introduce the communal definition of "invest" based on the stories told. Host will use the tangled web around the room to demonstrate the connections that we forge when we share our narratives with one another and how we can create a group narrative in the process.

1:05-1:15 Announcement of Story Slam Champion
Host will announce the winner and give that person the honor of cutting everyone out of the web.

ADDITIONAL NOTES FOR BRINGING IT BACK TO CAMP:

Storytellers can be chosen before the program either by volunteering, or by being asked by program designers or through story writing workshop. You can also combine: have some people chosen beforehand, but also allow people to volunteer once they are in the room.

It is not necessary to have a winner, feel free to eliminate the voting aspect.