

Program Creation Cheat Sheet

Use this as an outline to create your own programs for use with campers and/or students.

Consider/Answer the following:

Audience:

Who? When? Where? Timing (how long do you have with group)?

Goals:

1. Why? (Why are people attending your program? To have fun? To learn something? To rehearse? To...?)
2. How do you want your audience to look/feel/act/do after session?

Content:

1. Generate interest. How do you get the participants interested?
2. What/how will you engage your audience? Planning the right amount of content (2-4 is usually enough activities without over programming. But don't under program either).
3. Values: Are there any values that your program will transmit. How are these addressed?
4. How does your content engage with your goals? Your participants?
5. Is your content fun? Would you want to do this activity?
6. How do people remember? Repetition. Do you start and end with same idea? Thread the experience.

Materials:

1. What things/stuff do you need to make goals come alive?
2. What do you have? (Think about easy to obtain materials)
3. What is your budget, if any?
4. When do you need it by? (Get materials together 1 day in advance. 1 hour. Etc.)