

CORNERSTONE 2020 RESOURCE

When You Wish Upon A Star

Elective

AUTHOR(S):	Tomer Moked
SUMMARY:	How to become a better staff? A mind-blowing imagination workout, to make the participant's childhood dreams come to life creatively. – <i>Submitted by Tomer Moked</i>
TOPIC(S):	Personal growth
LEARNING OBJECTIVE:	The participants will learn and experience how to up their game as staff with magic and imagination inspired by Disney Corporation
AUDIENCE:	11-16, Staff program
TIMING:	90 minutes
APPENDICES:	Appendix 1 - Disney's Mission and Vision + Make Some Magic Appendix 2 - Disney Creating Magic Leadership Strategies
MATERIALS NEEDED:	A/V set-up Markers Pens Pool Noodles 1 pp Large Post-it Paper - Flip Chart Post its - 100
SET-UP DETAILS:	



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SESSION TIMELINE & OUTLINE:

Trigger (5 min): The Participants will be seated in a large circle. The facilitator will pass a piece of blank paper and a pen to each participant. The facilitator will ask the participants to write on the piece of paper what their childhood dream was, something they always wanted to be able to do, to be or to accomplish as a child.

Opening (10 min)

Share with participants Appendix 1 - Disney's Mission and Vision

Ask participants to find out from their camp's website: What is your camp's mission and vision?

Ask each participant to write: What is their mission and vision as staff at camp?

Warm-up activity (20 min) - Pool Noodle Magic

Hand participants Appendix 1 – Make Some Magic

Start a discussion about the concept of magic in a camp environment and how to create it.

Give each participant a pool noodle. Divide the participants into 3 groups. Ask each group to create:

1. A castle
2. Bridge
3. Map of Israel
4. Big Fish

*You can add or change any of the elements

Main activity: 10 commandments (15 min)

Ask participants to join in groups of 4, share their thoughts and come up with 10 commandments for the perfect camp staff member.

Activity 2 - Playing with Imagination (30 min):

The facilitator will ask the participants to look at the notes they wrote, in the beginning, describing their own childhood dreams.

The facilitator will explain that our mission as a group is to accomplish and bring these to life, with the magic of creating their friends' dreams.

The facilitator will explain we will not be able to accomplish all the dreams due to time, and will ask for a brave participant who wishes to have their dream come to life by the group.

The volunteer will share what they wrote, and leave the room for 2 minutes for the rest of the group to set up an experience that will make the volunteer's dream come true.

Every participant of the group should take a role in the "Dream comes true" experience.

After 2 min of set up and quick planning the facilitator will call the volunteer back to the room and the experience will start.



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The group will have 1-3 min to creatively bring the dream to life.

Once accomplished, the facilitator will thank the group, will give a chance for the volunteer to thank the group and ask for a new volunteer.

You can make as many dreams come true as time allows you.

Bringing it Back to Camp (10 minutes):

The facilitator will gather the groups together into one big circle. The facilitator will ask a few people to share their favorite part of the program. The facilitator will discuss with the group the philosophy and idea of having a dream and pursuing it. The facilitator will ask what is our role as educators to encourage children to dream and motivate them to accomplish their dreams. Facilitator will ask for other ideas the participants have that can modify the activity to their camp. The conversation will ensue until the time is up.