

Fun Pilot Test: Play an App with Campy Games to Build Teamwork & Leadership

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SUMMARY: In this session we will play campy team-based games (e.g. building a bonfire together) using a new app called BuddyCheck, which is designed to socially connect camp staff while building teamwork and leadership skills as you get ready for the summer.

GOALS:

- 1) Identify strengths and opportunities for growth in teamwork-based skill areas
- 2) Practice being a positive and contributing team member and/or team leader
- 3) Feel energized about being part of and/or leading various teams at camp

AUDIENCE: No specific age range; Group size of 18 participants or less (for 3 groups of 6 max)

TIMING: 75 minutes

MATERIALS:

- BuddyCheck App User Guide (see appendix) – 1 copy for each Facilitator
- A smartphone or tablet for each participant
- Access to the BuddyCheck App*

* Any team-based activities can be used in place of the BuddyCheck App, though it is being used for this session as a pilot test of the app itself.

SET-UP: A room with chairs for everyone, round tables optional, and **MUST HAVE GOOD WI-FI** 😊

SESSION TIMELINE

- 00:00 - 00:05 Why BuddyCheck was created
- 00:05 - 00:10 Using a developmental tool
- 00:10 - 00:15 Logging into the App
- 00:15 - 00:25 Splitting into teams and joining team rooms
- 00:25 - 00:30 Team charter
- 00:30 - 00:40 Playing Burn the Rope, Round 1
- 00:40 - 00:50 Debrief of Round 1
- 00:50 - 00:60 Playing Burn the Rope, Round 2 (switching roles)
- 00:60 - 00:70 Debrief of Round 2
- 00:70 - 00:75 Bringing it back to camp and questions

SESSION OUTLINE

For more details, reference the content in the BuddyCheck User Guide

:00 - :05 Why BuddyCheck was created

- Originally borne out of (and seed funded through) the FJC Innovation Challenge in the Summer of 2020
- To help staff connect prior to the summer and give seasonal leaders a chance to practice leading because staff training at camp is rarely enough time to adequately build social connections AND prepare for summer responsibilities.
- Teamwork and Leadership are skills and skills require practice—BuddyCheck provides additional opportunities to practice.

:05 - :10 Using a developmental tool

- Curiosity over judgment
- A growth mindset
- Feed forward (not Feedback)

:10 - :15 Logging into the App

- [see the User Guide for visuals and instructions about logging in]

:15 - :25 Splitting into teams, joining team rooms, and selecting roles

- Each team can have up to 6 people for the app—3 role players and 3 observers
- [see the User Guide for visuals and instructions about joining team rooms and selecting roles]
 - Tap the “?” to read about each role

:25 - :30 Team charter (in the app)

- *“What is one way your team is going to be inclusive of all members? (Inclusive = equal opportunities for all team members to speak up, be heard, and listen to each other)”*
- *“What is one way your team is going to make members feel valued? (Valued = appreciating each team member’s effort and acknowledging individual and team successes)”*
- *“What is one way your team is going to respond if a team member gets frustrated?”*

:30 - :40 Playing Burn the Rope, Round 1

- Play until the fire gets high enough to burn the rope
- If your team achieves this goal before time is up, play again in the same roles

:40 - :50 Debrief of Round 1

- *What are challenges and successes the team had?*
 - *From the role players’ perspectives*
 - *From the observers’ perspectives*
- *In what ways did you all follow through (or not) on your team contract (inclusivity, valuing each other, and/or handling frustration)?*
- *What will you try to do the same or differently next time?*

:50 - :60 Playing Burn the Rope, Round 2 (switching roles)

- Have the team members select to “play again with same roles” and simply switch around who has each device so that role players are now observers and observers are now role players

:60 - :70 Debrief of Round 2

- *What are challenges and successes the team had?*
 - *From the role players’ perspectives*
 - *From the observers’ perspectives*
- *In what ways did you all follow through (or not) on your team contract (inclusivity, valuing each other, and/or handling frustration)?*

:70 - :75 Bringing it back to camp and questions

- *How will your teamwork and leadership in the game translate to the way you work together and lead this summer?*
- *This was a pilot test--what did you think of the BuddyCheck App?*

BRINGING IT TO YOUR CAMP

As noted above, any team-based activities can be used in place of the BuddyCheck App, though it was used for this session as a pilot test of the app itself.