



NORTH DAKOTA STATE UNIVERSITY

RESIDENCE LIFE

STUDENT LEADERSHIP PLAN

Title: Retreat

Learning Goal and Outcomes:

- Engage respectfully and authentically
- Work collaboratively toward group goals

Purpose:

- Students will develop goals/expectations for the year

Date: September 18/25, 2019

Hall Directors can switch Training Session 2 and Retreat based on preference.

Before the Session: Send a Reminder through:

- Email
- Group Me

Gather Materials:

- Pens
- Butcher paper and markers
- Any supplies for team builder

Central Office Tours

- ****Tours will be done at different times based on hall. Please see Central Office Tour document for your date and time before the session so you can plan accordingly****

During the Session:

Team Builder (15 minutes):

Select 1-2 team builders to do with your group. (Examples are in OneNote under the Retreat Lesson Plan Section)

Expectations (10 minutes):

Set expectations for the executive board, floor/building reps, president, advisor, and team as a whole. Write down on butcher block paper and type up after.

Examples: Advisor - be present, support the work they do, etc.

Goal Setting (15-20 minutes):

Set several goals that they would like to accomplish during the Fall 2018 semester. Write down on butcher block paper and type up after.

Example: Host one event each month to help build community.



The purpose of hall government is to create connections and provide opportunities for the student voice.





Branding (30 Minutes)

Materials: Butcher paper, markers

1. Explain to your hall government the definition of a “Brand” and its purpose.
 - Your brand is your image.
 - It is the overall perception people have of who you are, what you do and how you do it.
 - It builds a reputation and tells people what to expect from you.
 - It gives everyone on the team or in the group a consistent image to uphold and expectations to follow.
 - Having one makes it easier to get other residents interested, involved, and attending.
 - Branding falls under how the team physically presents (t-shirts or other branded clothing); how they advertise events and initiatives (social media, flyers, outreach, etc.); and how they interact with their hallmates to determine how to provide what they need.
2. Have your hall government shout out adjectives and/or phrases that they think should define who they are as a hall government—how they want their fellow residents to see them. You can write this down on butcher paper or have a member of your hall government write.
3. Then guide them combine those words into a logical statement that defines their brand (what they do, why they do it, and how that defines them). This statement should make a good base for the development of their goals.

Example: Burgum Hall Government brings you The Bella Life- Classy Events. Fun Times.

Central Office Tours (10 minutes)

Walk over to the Central Office and explain the hours they can come in. Share they should introduce themselves when they arrive and explain they are there to use the resource room.

Demonstrate how to use the die cuts and explain the rules for paper use.

Show them where the giant markers are located and how to properly use them (with the pad to avoid staining the countertop).

The purpose of hall government is to create connections and provide opportunities for the student voice.





Wednesday, September 25th Schedule

- 7:30 Pavek
- 7:40 Seim
- 7:50 Cater
- 8:00 Thompson
- 8:10 Sevrinson
- 8:20 MLLC

After the Session: Wrap Up:

- Take down butcher paper and save.
- Clean up space.

Follow Up:

- Follow up with members who weren't there and see if they are still intending to be part of hall government.
- Send some sort of thank you email or group me message and include when our next meeting will be.



The purpose of hall government is to create connections and provide opportunities for the student voice.

