

NDSU Residence Life

Hall Government Training

Title: Training Session 1: Get To Know You

Learning Goals and Outcomes:

- Hall Government members will get to know one another and build connections
- Members will have a better understanding of the information in their binder

Purpose:

- Members will have a better relationship and work better throughout the year
- Students will have a better understanding regarding Inclusive Communities

Date: September 5/6, 2018

Before the Session:

Send a Reminder through:

- Email
- Group Me

Directions/Guidance:

- Select a location for the session

Gather Materials:

- Paper (one piece per person)
- Butcher Block Paper (5 sheets for questions)
- Pens
- Binders/Folders
- Yarn (Jen will place in your box on Wednesday morning)

During Session:

Welcome/Introduction to Hall Government (10 minutes):

Explain what hall government is. Include the purpose of hall government “The purpose of hall government is to create connections and provide opportunities for the student voice.” More specifically, Hall government exists to:

- Promote a positive atmosphere for growth.
- Provide leadership opportunities for residential students.
- Help voice the concerns of the residents of their hall, and advocate on their behalf.
- Coordinate to accomplish the common goals of all residents of the hall.

At this time, also overview what they will be doing during training/retreat:

- The importance to their roles.
- Problem solving skills.
- The event planning process and execution of events.
- Budgeting
- Team Branding
- Values and group goals/expectations for the year.

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Ice Breaker (Pick Two of Three): (10-15 minutes)

- Connection (this gives the members an opportunity to find similarities):
 - Have one person say something that they like. If someone has that in common, they then shout connection! And link arms with that person. The first person to go and the last person have to find something in common and link arms with one another to complete the game.
 - Make sure they introduce themselves before starting the activity.

- Pterodactyl (this is just a fun game that will help with the awkwardness):
 - First the members will introduce themselves to the group in a circle form. Once that is done all the students will tuck their lips into their mouth making it difficult to talk (they have to stay like that the entire time).
 - Someone will take lead and SCREAM Pterodactyl to the group and will go around the circle and everyone else would scream back to them as if they were a dinosaur and anyone who laughs will be eliminated.
 - Once the individual is done the next person will go and follow all the steps until the last member has had an opportunity to go or everyone has been eliminated.

- Snowball
 - Give everyone a piece of paper to write on and a writing utensil.
 - Have everyone write a question on the piece of paper and then crumple it.
 - Say throw! And have everyone throw the crumpled up piece of paper at people/in the middle of a circle.
 - After everyone is done throwing the snowballs, everyone then picks up a random snowball.
 - Everyone goes around reading the question of the piece of paper in their hand and then answering it as well.

The Question Web Activity: (25-30 minutes)

We will provide a spool of string for this game and it will be placed in your box.

Ask the group to stand in a circle, spaced out. Hall Director holds on to the end of the string and throws the ball/spool to one of the members.

Round 1:

They should introduce themselves by name and share how they got that name, then they then choose another person to throw to until everyone has gone.

Round 2

They'll do the same, but share fun facts. They must choose a different person than they did before.

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Round 3

Answer question posed by the previous person before them, and pose a question for the next person.

Holding the string they then throw it to another member of the group. Eventually this creates a web as well as learning some interesting things about each other! At the end of the game you could comment that we all played a part in creating this unique web and if one person was gone it would look different. In the same way it's important that we all take part to make the group what it is, unique and special.

Example questions, so the Hall Government members get an idea of what they might ask:

1. If you had a time machine that would work only once, what point in the future or in history would you visit?
2. If you could go anywhere in the world, where would you go?
3. If your house was burning down, what three objects would you try and save?
4. If you could talk to any one person now living, who would it be and why?
5. If you HAD to give up one of your senses (hearing, seeing, feeling, smelling, tasting) which would it be and why?
6. If you were an animal, what would you be and why?

Hand out Binders & Explain (5-10 minutes)

Explain what is in the Executive Board Binders & Floor/Building Rep Folders

- A. Plan
 - a. As a group discuss what is in the plans and answer any questions they may have regarding the plan
 - b. Remind them of the retreats with the RHA Executive Board
- B. Tips and Tricks
 - a. Really great way to get them off to a good start and make them feel a little more comfortable
- C. Directory
 - a. This will be information that they may utilize throughout the year if they have questions or concerns about anything relating to Hall Government
- D. History Tab Constitution
 - a. This would be a good time for everyone to sit together and have a better idea of what is expected from them in their position
- E. Finances
 - a. Here you will find out to go about purchasing supplies and forms required for an event and other useful information that they will have at all times
- F. Resources
 - a. This can be very helpful for them and gives them the ownership of finding answers on their own. Of course, we do not expect them to know everything but they can always ask HD's

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Homecoming Boards (10 minutes):

The purpose of the Homecoming Boards is develop unity amongst hall government members and show Homecoming Spirit across campus.

The expectations for the boards are:

1. Must represent your hall
2. Show Bison Pride
3. Showcase Homecoming Spirit

These boards are a representation of your hall, please ensure that your design is appropriate for the NDSU community.

We will have Residence Life Staff Members judge the signs for a Most Creative and Most Bison Spirit. The winning halls will receive a surprise!

We would ask that each hall have their board ready to be displayed by Monday, September 17 at 9am. Our facilities staff will come around and add stands and place them outside your hall for everyone to see.

PowerPoint has examples of the 17-18 boards to show your team.

After the Session:

Clean up the space utilized and gather all used materials

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.

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