

# METHOD FOR WARM-UP REVIEW

## KEYS TO SUCCESS

- **Assess:** Know what you want the group to learn and take away from each activity.
- **Plan:** Make sure you have all of the supplies you need and understand how the activity works. Know how much time you will need and how you will end the activity.
- **Prepare:** Assemble any materials you will need. Confer with your co-leader(s) to ensure the plan is understood.
- **Lead:** Make sure everyone knows the rules. Observe the group and remember things they do and say. Make use of these observations in your debrief.
- **Evaluate:** Look back on your performance as the facilitator and the group's reaction to the activity. Learn from them both!



The list of debriefing questions on the following page can be used with practically any experiential learning activity. Use them or create your own according to what you observe from the participants and their conversations.

## EXPERIENTIAL LEARNING RESOURCES

Rhonke, K. The Bottomless Bag Again!. (Second Edition). 1994. Kendall/Hunt

Consalvo, C., Experiential Training Activities for Outside and In. 1993. HRD Press.

Kirby, A., The Encyclopedia of Games for Trainers. 1992. HRD Press.

Scannell, E. and Newstron, J., The Complete Games Trainers Play. 1994. McGraw-Hill

Sike, S., Feeding the Zircon Gorilla. 1995. Learning Unlimited.

Brotherhood Building Activities. National Interfraternity Conference.

Brotherhood Building Activities Too. National Interfraternity Conference.

The Human Resource Development Annual Set: 1972-1996. 1972-1966. Pfeiffer and Company.



# Debriefing Questions



<u>Category</u>	<u>Questions</u>
General	<ul style="list-style-type: none"><li>• What happened?</li><li>• How did you feel?</li><li>• What would you do differently next time?</li></ul>
Reactions	<ul style="list-style-type: none"><li>• What did you experience?</li><li>• What did you observe?</li><li>• How did you feel?</li></ul>
Carry-over	<ul style="list-style-type: none"><li>• Do these fabricated problems have real life significance?</li><li>• What can they demonstrate about the relative strength of the chapter?</li><li>• Do they suggest possible improvements?</li><li>• Is there a relationship to what happened in this exercise and what happens in your chapter?</li></ul>
Leadership & Followership	<ul style="list-style-type: none"><li>• Chiefs and Indians...how many were there and how many should there have been?</li></ul>
Groups Support	<ul style="list-style-type: none"><li>• Where does it come from?</li><li>• What form did it take?</li></ul>
Peer Pressure	<ul style="list-style-type: none"><li>• Did it have a positive or a negative effect?</li></ul>
Negativism/Hostility	<ul style="list-style-type: none"><li>• Why was it there?</li><li>• How was it handled?</li></ul>
Competition	<ul style="list-style-type: none"><li>• Was it against self, teams, a nebulous record?</li></ul>
Fear	<ul style="list-style-type: none"><li>• Physical or psychological? Fear or failure of looking bad?</li><li>• Did it enhance or hinder the performance?</li><li>• What is it like to win/lose as a team?</li></ul>
Joy/Pleasure	<ul style="list-style-type: none"><li>• Was it worth doing?</li></ul>