**Month: April**

**Theme:** Building Abilities: Lesson 16

**I. Objective of lesson**:

1. Help participant learn to help and lead activities through fun activities

2. Have participants lead,

**II. Activities and Key learning points: Time: 30 mins**

Activities and Key learning points

Red team (Center based program)

1. Set up team activity you practiced last week and compete against another team

* Set up activities with help from participants
* Work on promoting cheering and supporting one another
* Work on including all in doing something positive for someone else.

1. Review and document in HLC Binder

* Point out specific situation that was good sportsmanship
* Give some good examples of good sportsmanship and promote leadership
* Talk about how you can do this in everyday life

Blue team (Center/community based programs)

1. Set up team activity you practiced last week and compete against another team

* Have participant set up the activity with teammates.
* Work on promoting cheering and supporting one another
* Encourage people to be leaders in the activity. Work on including all in doing something positive for someone else.

1. Review and document in HLC Binder

* Point out specific situation that was good sportsmanship
* Give some good examples of good sportsmanship and promote leadership
* Talk about how you can do this in everyday life

Green Team

1. Set up team activity you practiced last week and compete against another team

* Have participant set up the activity with teammates.
* Work on promoting cheering and supporting one another
* Encourage people to be leaders in the activity. Work on including all in doing something positive for someone else.

1. Review and document in HLC Binder

* Point out specific situation that was good sportsmanship
* Give some good examples of good sportsmanship and promote leadership
* Talk about how you can do this in everyday life
* Encourage participants to set up fun activities with friends.

**IV. Supplies needed**

1. Supplies for the activity chosen
2. HLC Binder

V. Feedback on Lesson

1. (Staff inputs)

2. (Individuals input)

3. ( Manager Inputs)