**Month: October 2020**

**Theme:** Olympics Lesson 39

**I. Objective of lesson**:

1. Learn to keep building skills and practicing

2. Set up a the Olympic event with posters, flags, or even team shirts

3. Help to set up the Olympic event for the next lesson

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

Activities and Key learning points

[x]  Red team (Center based program)

1. Practice the activities each participant will play in
2. Create a positive training with hi fives, cheering, and positive encouragement
3. Come back to a table and make flags, banner, or team tee-shirts for Olympic events
4. Come up with their own team names, create different countries, or colors
5. Make or purchase participation ribbons
6. Plan the event with where each event will take place and marked out
7. Record in HLC Binder

[ ]  Blue team (Center/community based programs)

1. Practice the activities each participant will play in

a. Create a positive training with hi fives, cheering, and positive encouragement

2. Come back to a table and make flags, banner, or team tee-shirts for Olympic events

a. Come up with their own team names, create different countries, or colors

b. Make or purchase participation ribbons

3. Plan the event with where each event will take place and marked out

4. Record in HLC Binder

[ ]  Green team (Community Based)

1. Practice the activities each participant will play in

a. Create a positive training with hi fives, cheering, and positive encouragement

2. Come back to a table and make flags, banner, or team tee-shirts for Olympic events

a. Come up with their own team names, create different countries, or colors

b. Make or purchase participation ribbons

3. Plan the event with where each event will take place and marked out

 a. Have Participant help to plan

4. Record in HLC Binder

**IV. Supplies needed**

1. Supplies for the activities for the Olympic events
2. Supplies to make banners, flags, tee-shirts
3. HLC Binder

V. Feedback on Lesson

1. (Staff inputs)

2. (Individuals input)

3. ( Manager Inputs)