

WELCOME!

Congratulations on becoming a Junior Leader! As part of the Play Your Part initiative, you are joining a team of young leaders from Right To Play programs in over 20 countries who help to create a healthier, happier and safer world using play!

Here are some hints, tricks and tips make sure your games and activities go as smoothly as possible!



Rosie MacLennan – Right To Play Athlete Ambassador and two-time Olympic gold medalist

WHAT MAKES A RIGHT TO PLAY GAME?

No one is kicked out of the game

There is no way that any player will be eliminated from the game at any point.

There are no Winners or Losers

We want everyone to leave feeling positive so they have an equal learning experience.

The game uses little to no equipment

All players should be able to play our games, no matter what “stuff” they have or don’t have.

Reflect – Connect – Apply!

Every Right To Play game ends in a discussion about the Key Learning, using the following structure:

1. Players **reflect** on their experience in the game.
2. Players compare and **connect** their experience in the game to a similar experience in their own lives.
3. Players explore how they can **apply** what they’ve learned from the game to an area of their daily lives.

ATTENTION GRABBERS

Before you can teach or lead a new game, you need the attention of the participants! Teach participants one of these call-and-answer activities at the beginning of the session and use them whenever you need to get the attention of the group. You can also make up your own!

Leader yells “If you can hear me clap once!”

Participants clap once.

Leader yells “If you can hear me clap twice!”

Participants clap twice.

Continue until everyone is paying attention.

Leader yells “Hands on top!”

Participants respond “That means stop!” and put their hands on their head.

Repeat if needed.

Continue until everyone is paying attention.

CREATE A SAFE SPACE

Respect

Treat others the way you want to be treated!

Stay Safe

Set ground rules. If players are harming you or others with either actions or words, tell a teacher.

Positivity & Fun

Smile and have fun!
Remember it’s about playing and learning, not winning.

Use this page to record your goals and your favourite games, activities and attention grabbers as you learn them, so that you can keep using them in the future!

MY GOALS AS A LEADER ARE:

Goal #1:

Goal #2:

Goal #3:

ATTENTION GRABBER: _____

How it works:

GAME/ACTIVITY MY GROUP IS LEADING: _____

My role:

Other notes: