HOUR 1 PREPARATION

IM Clover Practices

Pair Share

Talk about a time you met someone for the first time, and it didn't go well.

Purpose of an Hour 1

Three Stages of the Practice

1. Reflect and prepare for planning
2. Facilitate and learn about the team
3. Reflect to develop the group

Outcomes

- A shared understanding of the purpose of an Hour 1
- A review of the asset-based developmental perspective found in the Clover framework
- Clover-informed reflections on groups and group development stages that inform Hour 1 goals
- Awareness of an IM's Clover balance, and how it might impact Hour 1 design
- Hour 1 outcomes for learning and group development
- A list of possible Hour 1 activities
- A drafted opening for the Hour 1 with feedback from a peer

Agenda

Opening

Taking an Asset-Based, Developmental Perspective

Understanding IM Clover Balance

Crafting Hour 1 Outcomes

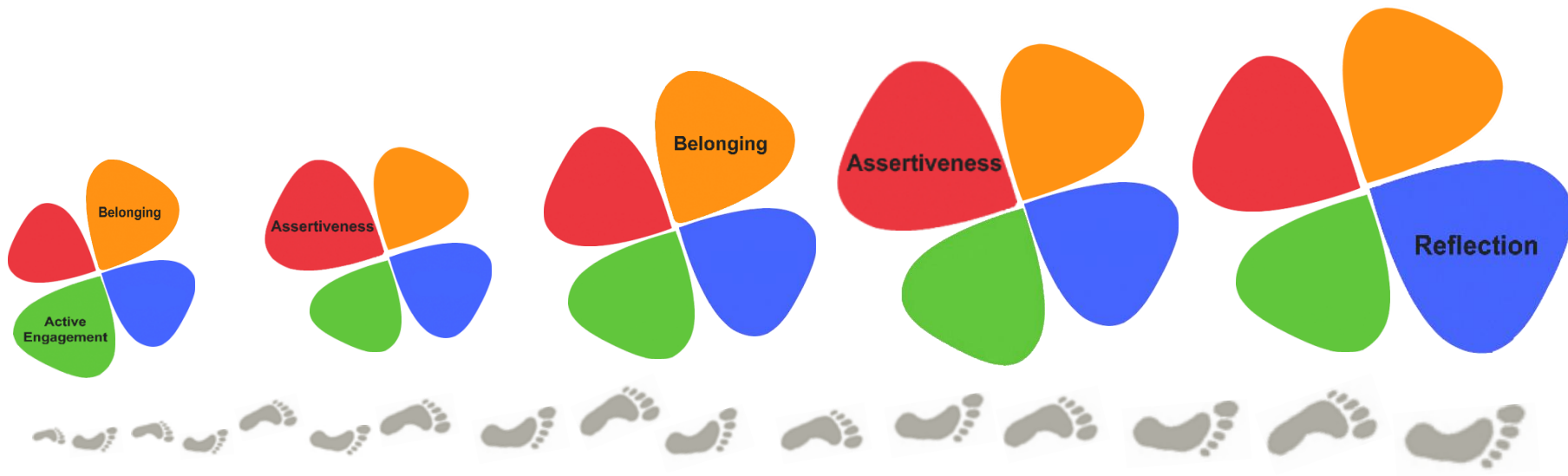Drafting Hour 1 Activities

Opening Practice

What are some connections you're making between the definition of Youth Development and the purposes of an Hour 1?

A positive approach that considers each young person's developmental stage and strengths, and positions them as assets for growth and learning.
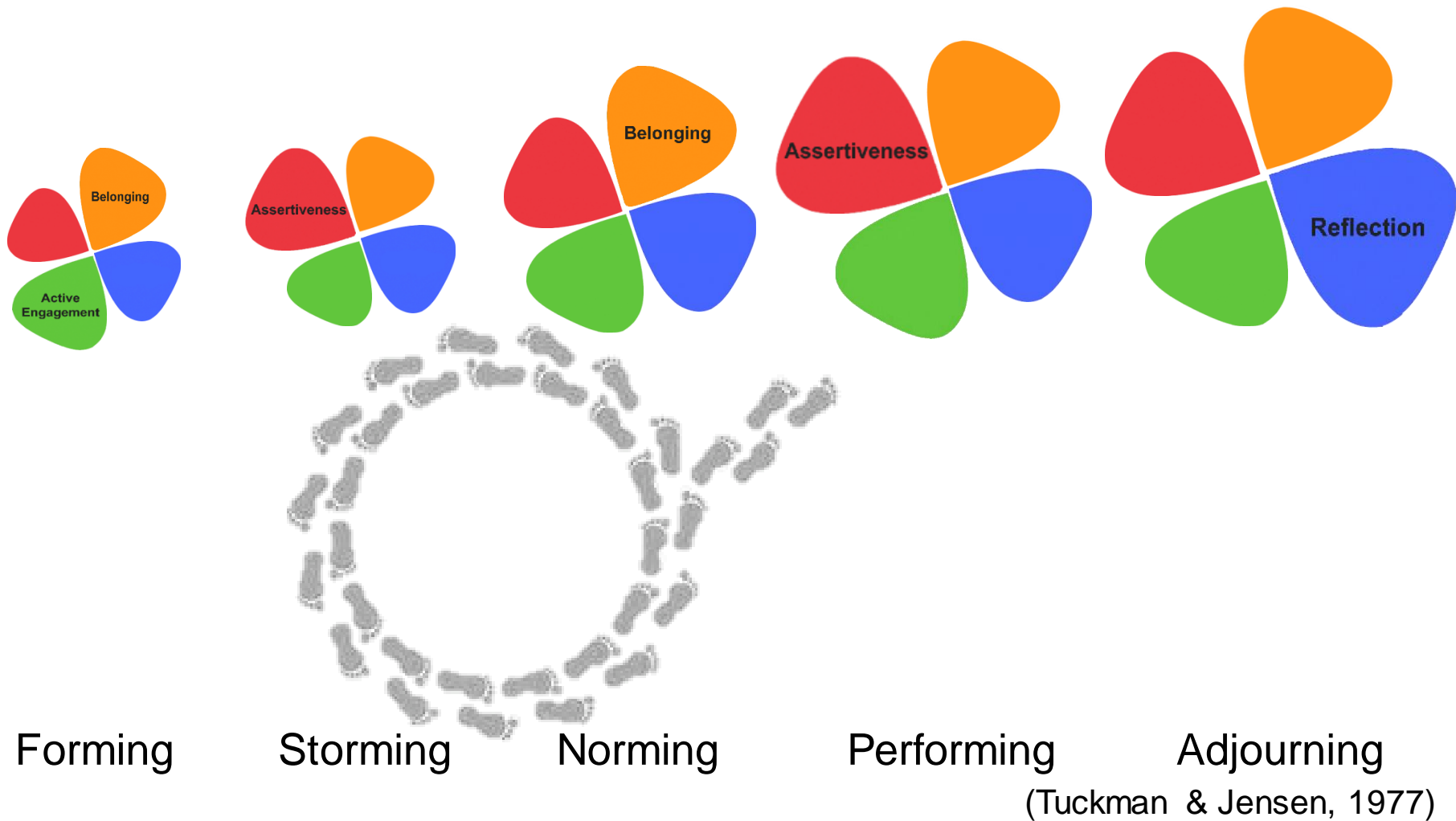
Group/Team Development

Forming   Storming   Norming   Performing   Adjourning
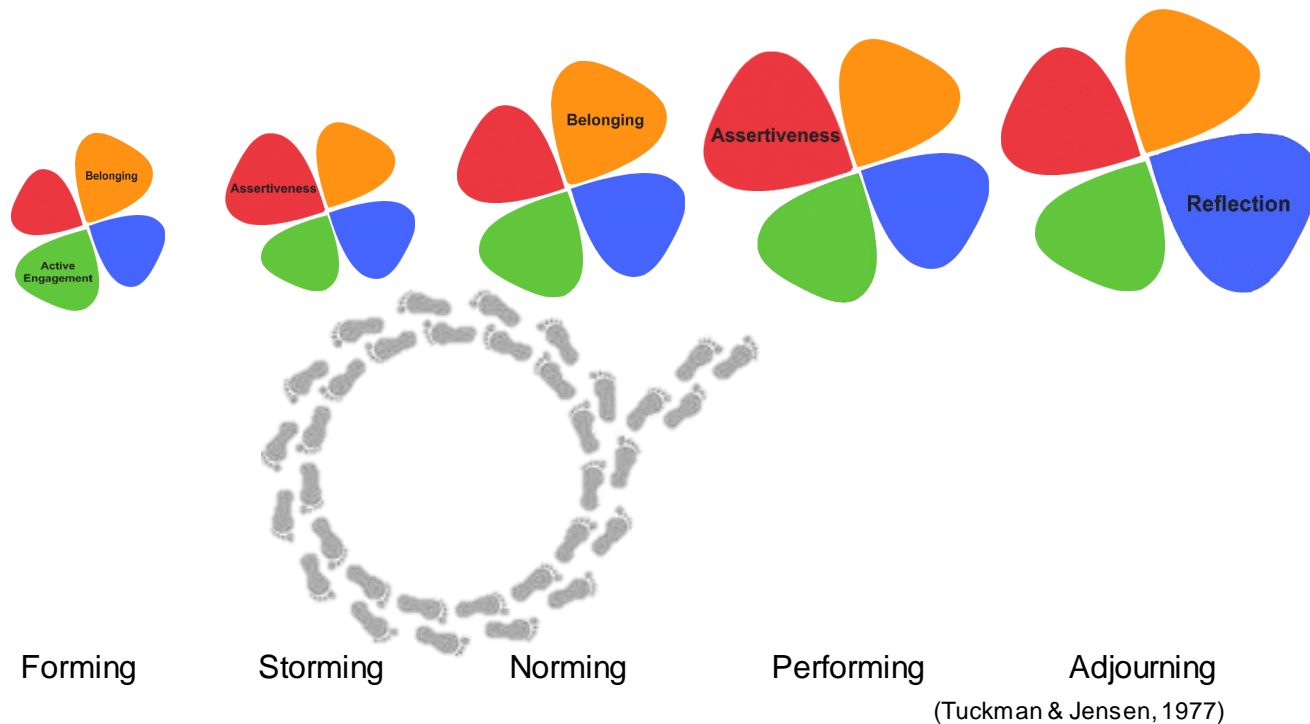
(Tuckman & Jensen, 1977)

Group/Team Development

Forming   Storming   Norming   Performing   Adjourning

(Tuckman & Jensen, 1977)

How does looking at the stages of development affect your thinking about an Hour 1 agenda?

If you can see what's on the horizon, how might you prepare the group?

Forming   Storming   Norming   Performing   Adjourning

(Tuckman & Jensen, 1977)

Understanding IM Clover Balance

Journal

How would you describe your Clover balance, strengths and challenges?

How might that affect your support of the group's development?

What might it mean for your leadership in the Hour 1?

Pair Share

How would you describe your Clover balance, strengths and challenges?

How might that affect your support of the group's development?

What might it mean for your leadership in the Hour 1?

Crafting Hour 1 Outcomes

Learning Outcomes

Learning outcomes describe the goals for the team's learning

Examples:

- A Leadership Mission Statement and perspective on the importance of having one
- A shared understanding of the school community's history

Group Development Outcomes

Group development outcomes describe goals for connections and relationships between the individuals of the group

Examples:

- Understanding each teammate's motivation for joining City Year
- Shared perspective from an Ubuntu walk partner

Session Planning Process

1. Decide on learning and group development outcomes

2. Sequence outcomes in an order that makes sense for the session

3. Develop activities or find strategies to achieve the outcomes

Journal

Given our exploration of being asset-based and developmental, of group development stages, and of our individual Clover balances, what are some goals you have for Hour 1?

What goals might you have for learning?

What goals might you have for group development?

Activity Brainstorm

1. Review your outcomes for learning and group development
2. Independently brainstorm activities and strategies to achieve each outcome
3. Share ideas with a neighbor after 5 minutes
4. Consider the balance of leaves in your activities as you go
5. Select 1-2 activities to share with the whole group.

Opening Practice

If you had 40-60 seconds to address the group in an opening, what would you say?

Practice

1. Find a partner
2. Independently and simultaneously practice delivering the opening
3. When the feeling is right, present to your partner
4. Get feedback, and switch

Next Steps

Three Stages of the Practice

1. Reflect and prepare for planning
2. Facilitate and learn about the team
3. Reflect to develop the group

Close