

## September 1- Getting involved

- Each mentor introduces themselves and what activities they are involved in at school, and why they joined that activity. This is to encourage the freshmen that it is cool and fun to join other clubs at school because their Freshmen Mentor does it!
- Show counselor's PowerPoint about clubs in the school. Do not spend too much time on each club, but make sure you explain each. Like what DECA stands for or what SADD does throughout the year, etc.
- This should also be the first week of voting for Homecoming, so you must complete that before moving on the activity for this week.
- After you have completed both of those, the following week you will discuss more about what clubs each of your freshmen would like to be involved in.
- If time left, play this game that is similar to "Four Corners"

### "This or That"

#### **How to Play**

This icebreaker has students informally debate on light topics such as "Which animal makes a better pet...dog or cat?" Students have to choose a position, then physically move to the side of the room that most closely represents their opinion—one side means dogs, the other side means cats—and then talk about why they chose that spot. This game has always been a HUGE hit with any group I've ever taught: It builds student confidence with talking in front of their peers, it **helps students quickly find kindred spirits**, and it's also just a lot of fun.

Sample questions for This or That:

- Would you rather live in the country or the city?
- Should all students be required to learn a second language?
- Which is worse: bad breath or body odor?
- Would you rather be indoors or outdoors?
- Which is better: Playing sports or watching sports?
- Would you rather travel every single day or never leave home?