Role Playing and Goal Setting

These activities will allow members to:

- Set goals and start planning.
- Think about problems that might arise and how the team can work together to avoid pitfalls.

Materials needed:

- Two copies of the Role Playing handout per club
- One Goal Setting handout for each member (print it at buildersclub.org/IDEA)

How to lead this activity:

1. Before the club meeting, officers should contact the organization the club has chosen for their service project. (If the club is doing a service project for the school, this meeting can be skipped because it should have been completed in the Develop the Passion step.) Give the organization an overview of the club's initial plans. Be sure to ask if there is any information the club should know before executing the service project.

2. Begin your club meeting by reporting how the conversation with the organization went.

3. Help the club get excited—because members have officially reached the planning stage of the service project!

4. Explain that the first task to planning a successful service project is to set goals.

5. Give each member a Goal Setting handout. This handout has three suggested goals for clubs to use for completing a high-impact service project. Your club can adopt these goals—and add your own goals.

6. Ask for two members to volunteer to role-play a scenario for the club. Using the role-playing script, assign each volunteer a role in scenario #1 and ask them to act it out in front of the club.

7. After completing the first role-playing scenario, use the following questions to lead a club discussion on what went wrong and how the club can avoid these mistakes.

   a. What went wrong in this scenario?
   b. How could club members have worked together better to avoid this mistake?

8. After answering these questions, review Goal #1 on the Goal Setting handout. Have club members work together to complete the table under the first goal in regards to your service project.

9. Repeat steps 6–8 for Scenarios 2 and 3.

10. Have the club work together to set any additional goals.

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Role Playing

Use the following role-playing scripts to demonstrate the importance of each goal to the success of the club.

Role-playing scenario #1

Imagine that your club is holding a car-wash fundraiser. The event is tomorrow, and the club is having a last-minute meeting.

Club president: "Our car-wash fundraiser is tomorrow. Our goal is to raise $200. I have confirmed that we have all the supplies that we need: buckets, sponges, soap and volunteers! Great job to every member! It looks like we will have a great event!"

Club member raises his/her hand

Club president: "Yes, did you have a question?"

Club member: "I think we have one small problem. I know I was supposed to ask the school for approval a while ago, but I forgot. So, last week, I finally asked the principal if we could use the school parking lot for the car wash, and it did not get approved because there's another event taking place at the school at that time."

Club president: "Wait, so we don't have a place for our car wash tomorrow? That means we will have to cancel the fundraiser."

Club member: "I'm sorry, I just forgot that I was supposed to ask the school, and then when we didn't get approval, I knew the club would be disappointed."

Role-playing scenario #2

A Builders Club member is having lunch with a student who is not a member of the club.

Non-club member: "So what do you do in Builders Club anyway? Play with Legos?"

Club member: "No, we help people."

Non-club member: "How do you help them?"

Club member: "We do projects and stuff. We have a service project coming up where we are going to help the homeless."

Non-club member: "Oh tell me more about this. I am very interested in helping the homeless. What kind of service project are you doing? When is it?"

Club member: "Umm, shoot, I don't really know the details. I am not sure when it is either. Um, I gotta go. Talk to you later!"

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Role-playing scenario #3

The Builders Club recently held a coat drive to benefit a local shelter. Two members are reflecting on how the service project went.

Club member #1: "Well, how do you think the drive went?"

Club member #2: "I guess it went okay. Too bad there were no posters or signs about what we were doing. I think some people didn't understand."

Club member #1: "I know what you mean. People kept asking why we were putting coats in a box. But we didn't have any money to buy any posters."

Club member #2: "Or money to buy more coats after the drive—so we could hit our goal. The shelter needed 50 and we only collected 35."

Club member #1: "I wish we would have thought about ways to raise money before the event."

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Goal Setting

The first step to planning any service project is to set goals. Below are suggested goals. But be sure to add your own.

Goal #1: Teamwork and event planning

Our club will work together to accomplish a successful service project.

How can we be sure to communicate with each other with respect?

- Accountable talk
- _____
- _____

How will we work together to solve conflict?

- _____
- _____

How can we hold each other accountable to complete our work on time?

- _____
- _____

Goal #2: Advocacy

Our club will bring awareness to this cause and how others can join our efforts.

How can we share the information we have learned so far with others in our school and community?

- _____
- _____

How can we encourage others to join our service project?

- _____
- _____

Goal #3: Fundraising and in-kind donations

Our club will ensure that we have all the materials necessary for our service project.

How can we ensure that we have enough money to complete our service project?

- Complete a budget
- Hold a fundraiser
- _____

What other ways can we get the supplies we need?

- Ask for in-kind donations
- _____

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