Good/Bad Skits

MD Skits

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| 1.1 | **Problem MDs Skits – Minute Mysteries**  **General instructions**   * This is a never can tell game. If you know the secret, you can’t tell it. * Be careful not to blurt out the answer! Instead, make a guess. * My peculiar friend went shopping and they came home with a ……. * Do you know my peculiar friend?   Do not say:   * (Secret: whatever they come home with something that speaker is wearing)  |  |  |  | | --- | --- | --- | | **MD Problem** | Skit Notes | Actor Names | | **Confused**  Reading manual  Confused about games Mixes them up  Unprepared |  |  | | **Too Cool**  Ignoring students  Using phone  Alone together  Marked Absent |  |  | | **MD Partner Clash**  Bossy Controlling  Refuses help  Stream rolls other  Introvert, Extravert |  |  | | **Irresponsible**  Loses students  Not aware of time  Lets some people not participate  Doesn’t follow rules |  |  | |  |
| 1.4 | **Gorski – Story – Pandemic Learning & Mental Health**   * YOU are one of the first experiences that they have in high school. * One of my greatest fears is that a shy grade 9 who is shy has an experience of rejection as their first experience. * It’s not about you, it’s about them. * Be present, be genuine. Help them to connect with each other. |  |
| 1.5 | **How to Lead a Game**   * Show, Don’t Tell * One short sentence, then they do something. * Don’t forget the moral of the story… what is the ATL?   **Snowball Fight!** | Paper, Pen |

Delegate Skits

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| 2.1 | **Problem Delegates Skits – Fortunately, Unfortunately….**  **Instructions**   * This is a storytelling game. * Everyone adds a sentence. I’ll start: “Fortunately, I won 5 million dollars” * Now, the next person takes the opposite view. They continue with “Unfortunately…”  |  |  | | --- | --- | | **Too Shy**  Talk to your feet  Can’t hear  Single word answers |  | | **Buddies for Life**  Sit together  Talk non-stop |  | | **A bit… different**  Alternative world view. |  | | **Too Cool**  Won’t participate  On phone |  | | **Wanderer**  They have a friend in another group |  | |  |
| 2.2 | **Please have empathy!!!**  Why are they doing this? Scared, new people, new school.  **Story - Gladwell, Blink**  Priming, John Bargh, NYU  Your behaviour WILL change the behaviour of your group.  Some of it is that you are older, some is politeness, sone is trust and some is priming.   1. Structure. Keep it moving, have lots to do. Show don’t tell. 2. Attitude. If you play, if you have fun, they will too. Kill them with kindness. 3. Re-order room. (Move yourself, move groups) 4. Sequence. Quiet to loud. 5. Built trust by playing and having fun. Learn names. Use them.   If things get unmanageable, you call Ms. Snyder or Ms. Gorski. We will handle it. | Priming Poster |

**First Aid & Emergencies Skits**

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| 3.1 | **Simple First Aid – Playing Duck, Duck Goose**  \* teachers probably don’t need to know about it, if in doubt, however, tell us. We’d rather hear about nothing then miss something important.   |  |  |  | | --- | --- | --- | | 1. Small Cut | Gloves  Clean  Bandaid |  | | 1. Needs ice | Send security with student to come and get it |  | | 1. Nose Bleed | Head forward  Sit down  Time it  Kleenexes  Be cautious of blood  If it takes a while, send security to us.  MD #2 takes over group |  | |  |
| 3.2 | **Story – Cautionary Tales**  I’ve seen all of the previous at a conference before  In the next list, I’ve seen them at school, but not at a conference  I think one of the reasons we have been lucky is that in training you, it makes you aware of the situation so that you can avoid it.  Riding on skateboard  Riding on shoulders  Wet floor in bathroom |  |

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| 3.3 | **Up-scale First Aid – 4 Corners**  \* Always send security for us  \* Remove the group \* Time it   |  |  |  | | --- | --- | --- | | 1. Fainting | Seated, laying down  Time it  Send security  MD #2 moves rest of group |  | | 1. Broken Limb, Sprain | Don’t move it.  MD#2 removes group  Security to us |  | | 1. Concussion | If there is any possibility of this, send for us.  Time it  You might not need to remove the group. It depends |  | | 1. Epi-pen | Blue to the sky, orange to the thy.  Send for us  Time it |  | | 1. Asthma | Inhaler  Let us know  Time it  Sit down. Try to talk calmly |  | |  |
| 2.3 | **System-Wide Emergencies – Tilly Williams**   |  |  |  | | --- | --- | --- | | 1. Fire Alarm | Be aware of who is in the washroom  Count  Bring the manual  MD at front, MD at back, move to front of south or north (depending on building)  One MD plays games, Other checks in with Snyder |  | | 1. Lockdown | Close door, cover window  Barricade it if possible  Move to corner  Be quiet |  | | 1. Lost Delegate | Do a preliminary search first. Get your security person to help  If they are truly gone, come and tell us.  Will Mr.\_\_\_\_\_\_\_\_\_\_\_\_ please come to the front foyer? Send down your security person.  Hold your group |  | |  |