

PROGRAM OVERVIEW

OBJECTIVE

The objective is the main focus of the lesson. During the class, always refer back to the objective to ensure the discussion stays on point.

PRE-GAME

The mentor should use the pre-game to set up any supplies and the room to create an environment that will engage the students and lead to discussion and participation.

CHALLENGE

The challenge is the game or activity used to help engage the students and transition into the topic. Some challenges are designed to go along with the lesson and others are just meant to build relationships.

COACH'S COMMENTARY

Coach's commentary is designed to give the mentor some hints and tips on each lesson. It is intended to be a condensed version of the playbook and give an overview of the class.

PLAYBOOK

The playbook is the framework of the lesson and it's written as the script for the conversation with the class. It will contain a detailed breakdown of the talking points for that day's topic. The "ask the students" questions are highlighted to stay on track with discussion on the topic.

Final Buzzer

"The final buzzer is a quote about the topic. Use it to sum up the lesson and wrap up the class."

ADDITIONAL RESOURCES

At the end of the book, there are additional resources for the topics. These include articles to read ahead of time to gain insight on the topic as well as YouTube videos that can be shown in class.