

(stay within school rules)
 RESPECT
 COSTUMES
 monopoly
 crayons
 clothesline
 Napoleon
 Dynamite
 w/ tots

Training Days - Day Two

3. **What Every Freshman Should Know:** pass out the list that the Leaders created during May Development Day. As a whole group take a look at the list and decide what should be highlighted and emphasized.

4. **Campus Tour:** to make the campus tour really work, you must demonstrate it. Either you and your assistant can dress up and do a mock tour, or have your commissioners dress up and do a mock tour. Emphasize the importance of making the tour a memory.

Key points to remember:

- Make sure one Leader is in the front of the group and one Leader is in the back
- The Leader in the front walks backward and talks loudly so all can hear
- Leaders give "incentives" to group for paying attention (ie. candy)
- Tours are also about stories, not just buildings
- Tours are always positive and highlight what's good about your school
- Remember: "If you don't have something nice to say..."

LIMIT COSTS

don't say anything at all

MODEL A TOUR

Healthy snack break (15 minutes)

Tour Ideas

- * one leader in front and back
- * move (backwards) and stop to talk
- * talk about PEOPLE not buildings
- * Quiz w/prizes (candy)
- * costumes (class t-shirts)

*positive (nothing bad about school or staff)

Judging Panel