

Challenge Zone Facilitator Instructions

WE Schools Digital Programming: Reflective module



Challenge Zone

Welcome to Challenge Zone, a reflective module within our WE Schools Digital Programming. Our digital programming gives students access to the workshops delivered through our WE Schools programme. Designed as ready-to-use PowerPoint presentations, our workshops support students to build the necessary skills for work and life, as active local and global citizens.

Pownload the PowerPoint: https://bit.ly/2Mm49dG



Module synopsis:

This reflective module encourages students to think outside of their comfort zones, reflect on their strengths and develop their understanding of how challenging situations provide opportunities for personal growth.



Skills developed:

- Argument Formation
- Critical Thinking





Age group:

KS2 and above, but can be adapted to suit any age group and/or ability.



Running time:

40 minutes – 1 hour



Group size:

These slides can be delivered by a teacher or a student to a group of up to 30 students.



Running the module:

Use the notes below or contained in the PowerPoint to guide your group through each slide. For additional scenarios, please see Slide 18.



In our experience of facilitating this module, we have developed some best practice tips to help you to lead the session.

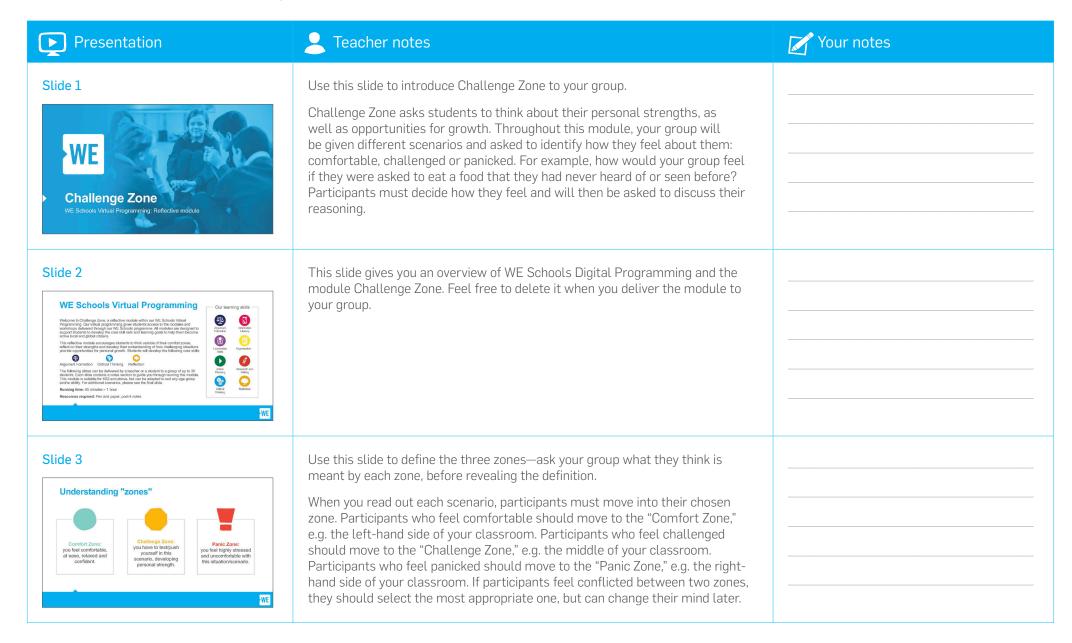
Top tips:

- Ensure your group understand what is meant by "comfort," "challenge" and "panic" zones and spend a few minutes discussing what these zones look like to them before proceeding with the activity.
- Don't emphasise one zone being "better" than another, if a
 participant mentions this, throw it back out to the group and allow
 them to explore whether they think this is necessarily the case.
 There is no right or wrong zone, this activity is about exploring
 personal levels of comfort.
- Give participants no longer than 5-10 minutes on each scenario—this should allow adequate time for them to explore all possible options.
- Encourage discussion between participants in different zones by asking prompting questions, e.g., "What would you need from one another to move zones?". This will foster peer-to-peer support.
- Encourage participants to move between zones. You can change the physical location of where the zones are if you find that your group aren't moving at all—this physical shift in position gives participants who may not be as vocal the opportunity to express their thoughts.

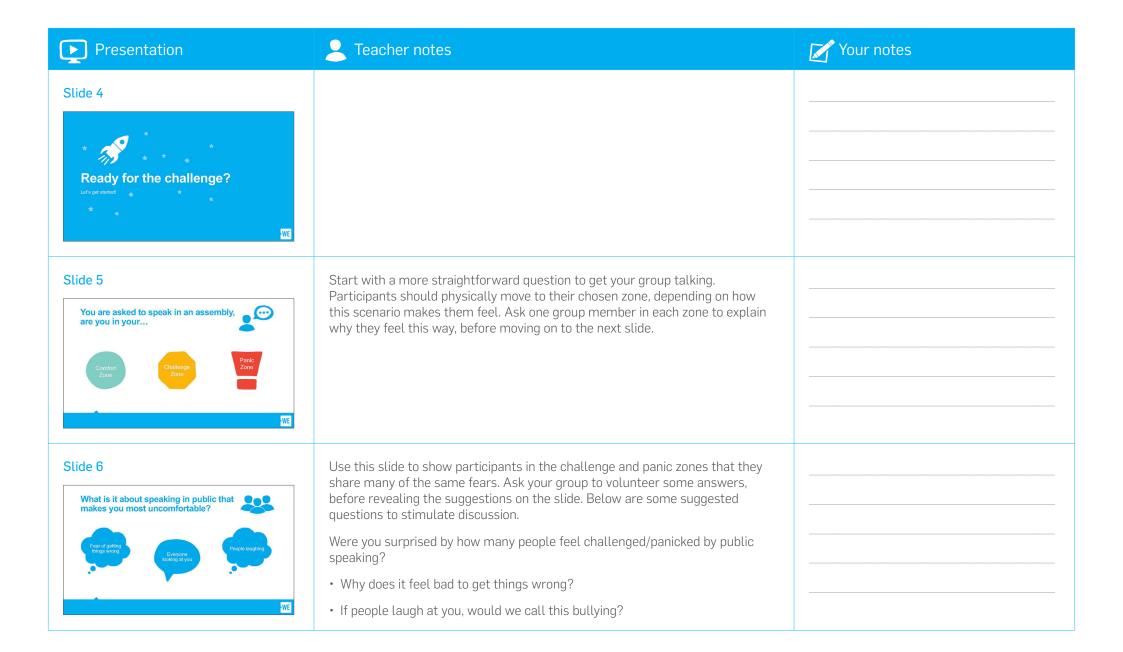
If you have any questions or would like support with delivering this module, please email ukyouth@WE.org.

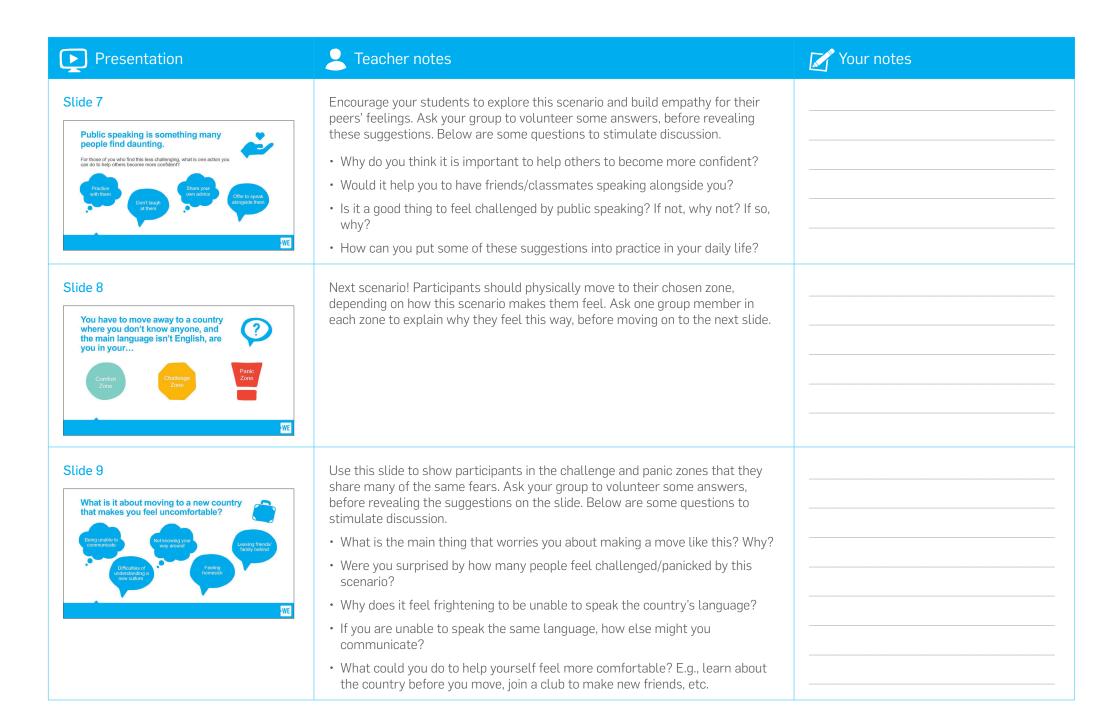


How to run the workshop:

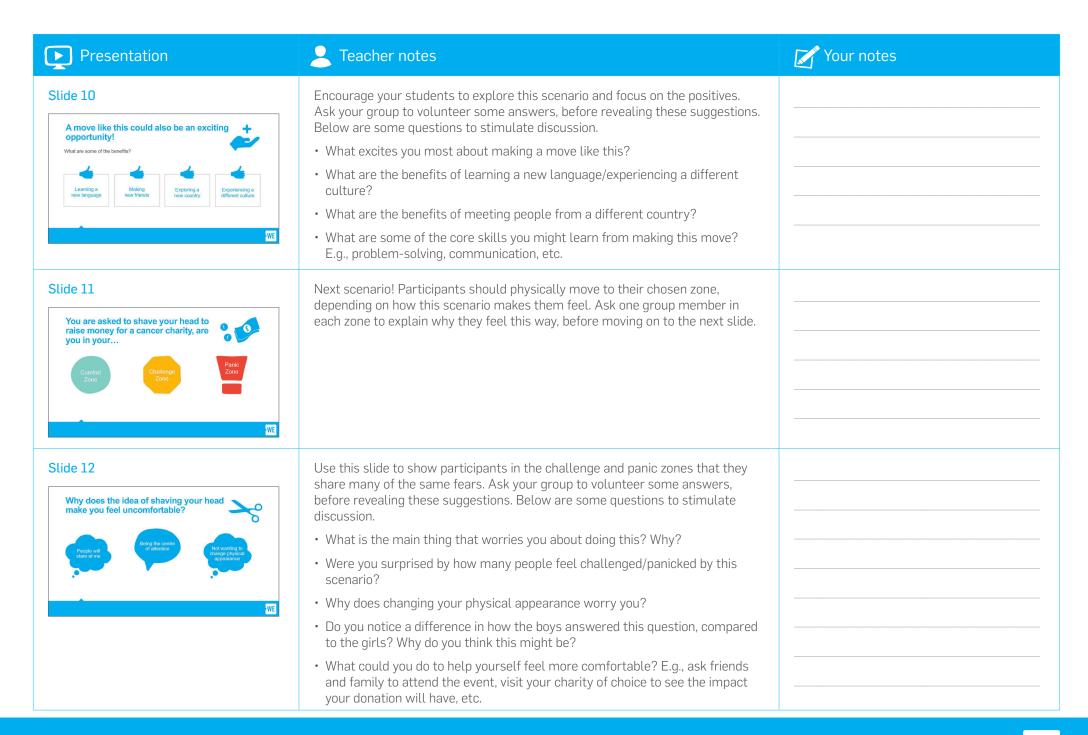




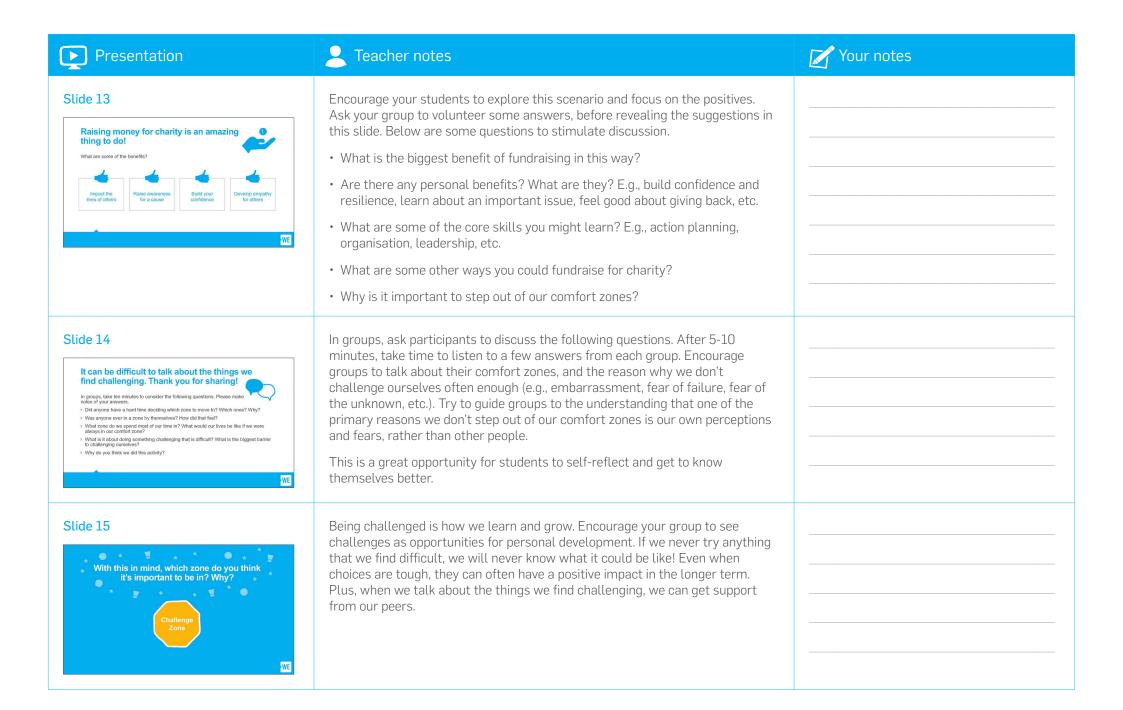


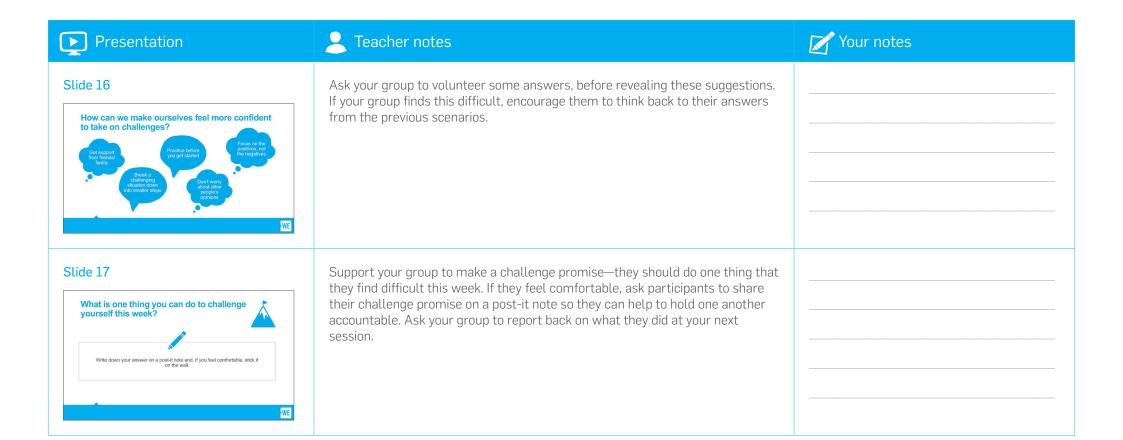














Teacher notes

Your notes

Slide 18



Thank you for taking part in Challenge Zone. Your group can start challenging themselves by taking action with our WE Schools action campaigns. Go to WE.org/gb/campaigns to get started.

Use the below questions to adapt or add additional scenarios to this workshop:

- Eat a food you've never tried before.
- Go skydiving.
- Learn to play a sport, instrument, etc. that you're never attempted before.
- Tell a member of your family, or a friend, that you love them.
- Say hello to a homeless person.
- · Sit down in the cafeteria with someone who has no friends.
- Move away from home to go to college/university.
- Travel outside of your own country/travel alone.

Congratulations!

You have now completed workshop two of three as part of WE Schools Digital Programming. The next step is to run workshop three, Action Planning, with your group. During this module, students will be guided to develop a plan of action for changing the world! Go to WE.org/gb/we-schools/digital-programming to download Action Planning.

