

Character Challenge Adventures

Phase C Training syllabus

Training Length: 8 hours

- Several quick games to warm things up and introduce facilitation and processing
 - a. Count off, Quick Draw, Finger Fencing, Matchface, People, Tigers, and Traps, Old McDonald, Name tag
 - b. Tag Sequence (partner, Doubles, Triangle, Cyclops)
 - c. Initiatives: Pipeline, Trolleys, Team Juggling, Helium stick
- Discuss and define processing and facilitation
- Did you notice, Why did that happen, etc.
- Indoor activities: lifestory, mouse traps, paper airplane, balance act, 3 letter body parts,
- Spotting School (wind in the willow, lifts, etc.)
- Low Element Types and Examples
 - a. Simple: TP Shuffle
 - b. Cabled: Mohawk Walk
 - c. Lifting / Moving: Initiative Wall
 - d. Dynamic: Nitro Crossing/Trust Fall
 - e. Cover all remaining Low elements
 - f. All-Aboard, Meuse, Wild Woozy, Tension Traverse
 - g. Discuss and demonstrate Trust Fall
- Introduce the Swing. Rotate key staff through swing sendoff.
- Introduce Swing Entrance Belay, Sendoff and Catch. Demonstrate roping off swing lane
- Admin routine
 - Point of Sale, FareHarbor
 - Ropes Logs via Google Sheets
 - Recording time card & ropes log
 - Large group practice
 - Charisma – Be Bigger than you think you need to be
 - Take charge
 - Instructional/not bossy
 - Back-up plan
 - Pacing- Must be quick, intentional, but not rushed
 - Pick 3-4 initiatives and master (find out what works for you and what doesn't)
 - Know the group's objectives and tie them in to introduction of course, etc.