

Step-by-step: Guide for Starting our Circle phase

The guide below provides suggested activities for adolescents in the Starting our Circle phase. Sessions should be structured and include short steps with a mix of high-and low-energy activities.

	_	Step	Time Frame	Aim: Through this step adolescents will:	Description
6		Opening circle	5 minutes	 Feel welcome to join the group Understand that the Circle is beginning Feel engaged and active, using their voices and movement. 	Perform a special song, dance, handclap or other type of ceremony that will be used at the beginning of every session. Tip: Even in a newly formed Circle, adolescents can suggest or invent their own opening ritual.
		Remind & refresh	10 minutes	 Express how they are feeling at the moment Share their Take Away from the previous session, including important ideas or experiences Refresh their memories about what happened in the previous session Receive an update on what happened previously if they missed a session 	Ask the adolescents to volunteer their feelings, opinions and descriptions of the previous session. Tip: Use reporter games or other activities to make the review more fun.
(Warm up	10-15 minutes	 Participate in a simple, short game or other fun activity that challenges them to try something new Interact with one or two other adolescents in the Circle 	Use a simple game in which adolescents interact with each other. This game can be a simplified version of the Challenge activity that they do later in the session. It is okay to repeat an activity that has been used before, as long as a wide range of activities are used.
		Explanation & discussion	5 minutes	 Explore and explain what they learned or experienced through the activity Understand how this connects to other themes they will explore during the session 	Bring the adolescents back into a circle. Ask them to share what they experienced in the Warm-Up, what they learned and how they felt.

		Step	Time Frame	Aim: Through this step adolescents will:	Description
		Challenge	20-30 minutes	 Participate in a longer game or activity that challenges them to try something new Have time and freedom to focus, have fun and be involved in the moment during the activity 	Adolescents play a game or work on activities individually (e.g. drawings), or in groups of any size. This can be a new game, or one the adolescents have played before. Use Activity Guides for Challenge (and Sharing and Take away) steps.
(Sharing Take away	10-15 minutes	 Come back together as a group and quiet down Share what they have developed/ produced during the Challenge (e.g. present a collage or a drawing) Acknowledge each other's efforts or achievements Discuss important things they learned or experienced Discuss how they will tell others in their community about the days' activities, and encourage other adolescents to get involved. 	Bring the adolescents back together. Ask them to share or present what they did during the activity, and/or to share positive feedback about what they saw others in the group do or achieve. Keep the adolescents together in their group. Ask them to share important things they learned or experienced. Tip: The facilitator or the adolescents can make notes or drawings to highlight important points, and display them in future sessions.
6	0	Review	5 minutes	Share their opinions about the session	Give the adolescents a chance to share their opinions about the session, and their feelings or moods as the session ends. Tip: This session can be combined with the Take Away to avoid making the discussion too long or slow.
		Closing circle	20-30 minutes	 Understand that the session is ending Say goodbye to each other for the day Feel that their participation was important to the rest of the Circle 	Perform a special song, dance, hand clap or other type of ceremony that will be used at the end of every session. This can be the same as or different from the ritual at the beginning of the session. Tip: Even in a newly formed Circle, adolescents can suggest or invent their own closing ritual.

Step-by-step: Guide for Knowing Ourselves phase

The guide below provides suggested activities for adolescents in the Knowing Ourselves phase. Sessions should be structured and include some shorter and some longer activities, with clear transitions from one step to the next.

		Step	Time Frame	Aim: Through this step adolescents will:	Description
(Opening circle	5 minutes	 Feel welcome to join the group Understand that the Circle is beginning Feel engaged and active, using their voices and movement Feel a sense of continuity and reassurance from their work together in previous phases 	Continue to use a special song, dance, handclap or other type of ceremony at the beginning of every session. The adolescents can continue to use a ritual they have used in a previous session, or start a new one.
	2	Remind & refresh	10 minutes	 Express how they are feeling Share their Take Away from the previous session, including important ideas or experiences Refresh their memories about what happened in the previous session Receive an update on what happened previously if they missed a session 	Ask the adolescents to volunteer their feelings about, opinions on and descriptions of the previous session.
	3	Warm up	10 minutes	 Participate in a simple, short game or other fun activity that challenges them to try something new Interact with one or two other adolescents in the Circle 	Use simple games where adolescents interact with each other in pairs or groups of three. Tip: Use the Warm-Up to balance the Challenge activity. If there will be a high-energy Challenge, the Warm- Up can be quiet. If the Challenge will be an individual activity, the Warm- Up can be a group activity.

	Step	Time Frame	Aim: Through this step adolescents will:	Description
4	Explanation & discussion	5-10 minutes	 Explore and explain what they learned or experienced through the activity Understand how this connects to other themes they will explore during the session 	Bring the adolescents back into a Circle. Ask them to share what they experienced in the Warm-Up, what they learned and how they felt.
5	Challenge	20-30 minutes	 Participate in a longer game or activity that challenges them to try something new Have time and freedom to focus, have fun and be involved in the moment during the activity 	Adolescents play a game or work on activities individually (e.g. drawings), or in groups of any size. This can be a new game, or one the adolescents have played before. Tip: As this phase encourages adolescents to learn more about themselves, choose activities that allow them to explore and express their ideas in different ways.
6	Sharing Generation Take away	10-15 minutes	 Come back together as a group and quiet down Share what they have developed/produced during the Challenge (e.g. present a collage or a drawing) Acknowledge each other's efforts or achievements Discuss important things they learned or experienced Discuss how they will tell others in their community about the days' activities, and encourage other adolescents to get involved 	 Bring the adolescents back together. Ask them to share or present what they did during the activity, and/or to share positive feedback about what they saw others in the group do or achieve. Tip: If the adolescents made or wrote something, consider displaying it (with their permission). If it is something they are proud of, discuss how they can keep it safe for others to see. Keep the adolescents together in their group. Ask them to share important things they learned or experienced. Tip: The facilitator or the adolescents can make notes or drawings to highlight important points, and display them in other sessions.

	Step	Time Frame	Aim: Through this step adolescents will:	Description
7	Review	5 minutes	Share their opinions about the session	Give the adolescents a chance to share their opinions about the session, and their feelings or moods as the session ends. Tip: This session can be combined with the Take Away to avoid making the discussion too long or slow.
8	Closing circle	5-10 minutes	 Understand that the session is ending Say goodbye to each other for the day Feel that their participation was important to the rest of the Circle 	Perform a special song, dance, handclap or other type of ceremony that will be used at the end of every session. This can be the same as or different from the ritual at the beginning of the session. Tip: Even in a newly formed Circle, adolescents can suggest or invent their own closing ritual.

Step-by-Step: Guide for Connecting phase

The guide below provides suggested activities for adolescents in the Connecting phase. Sessions should follow the same basic structure as other phases, but with more flexibility.

		Step	Time Frame	Aim: Through this step adolescents will:	Description
(Opening circle	5 minutes	 Feel welcome to join the group Understand that the Circle is beginning. Feel engaged and active, using their voices and movement Feel a sense of continuity and reassurance from their work together in previous phases 	Continue to use a special song, dance, handclap or other type of ceremony at the beginning of every session. The adolescents can continue to use a ritual they have used in a previous session, or start a new one.
		Remind & refresh	10 minutes	 Express how they are feeling Share their Take-Away from the previous session, including important ideas or experiences Refresh their memories about what happened in the previous session Receive an update on what happened previously if they missed a session 	Ask the adolescents to volunteer their feelings, opinions and descriptions of the previous session. Tip: If it looks like the adolescents want to continue working on an activity that they started in a previous session, this is a good time to ask them about it.
	3	Warm up	10 minutes	 Participate in a simple, short game or other fun activity that challenges them to try something new Interact with one or two other adolescents in the Circle 	Use simple games where adolescents interact with each other in pairs or groups of three. Tip: Use the Warm-Up to balance the Challenge activity. If there will be a high-energy Challenge, the Warm- Up can be quiet. If the Challenge will be an individual activity, the Warm- Up can be a group activity.

cplanation discussion	5-10 minutes 20-60 minutes	 Explore and explain what they learned or experienced through the activity Understand how this connects to other themes they will explore during the session Participate in a longer game or activity that challenges them to practice new skills, interact with each other and explore beyond their activity space 	Bring the adolescents back into a Circle. Ask them to share what they experienced in the Warm-Up, what they learned and how they felt. Adolescents play a game or work on activities in groups of any size. If they will be going outside their usual space, discuss where they will go
challenge		activity that challenges them to practice new skills, interact with each other and explore beyond	on activities in groups of any size. If they will be going outside their usual space, discuss where they will go
		 Have time and freedom to focus on and experience an activity in more depth Possibly move outside the space to explore and gather information 	and what they will do. This Challenge step might be part of a long-term activity or project. For example, if adolescents are mapping their community, they might gather information about their community in one session, and then draw their map in the next one.
Sharing	10-15 minutes	 Come back together as a group and quiet down Share what they have developed/produced during the Challenge (e.g. present a collage or a drawing) Acknowledge each other's efforts or achievements Discuss important things they learned or experienced Brainstorm ideas of how they can build on their work in a following session, if they want to Discuss how they will tell others in their community about the days' activities, and encourage 	Bring the adolescents back together. Ask them to share or present what they did during the Challenge, highlighting what they find most important or interesting. Encourage warm feedback from the rest of the group for each other's work. Tip: If the adolescents are working on an ongoing project, help them to preserve their work for the next session. Keep the adolescents together in their group. Ask them to share important things they learned or experienced. Tip: The facilitator or the adolescents can make notes or drawings to highlight important points, and display them in other sessions.
		minutes Sharing	 minutes Share what they have developed/produced during the Challenge (e.g. present a collage or a drawing) Acknowledge each other's efforts or achievements Discuss important things they learned or experienced Brainstorm ideas of how they can build on their work in a following session, if they want to Discuss how they will tell others in their community about the

	Step	Time Frame	Aim: Through this step adolescents will:	Description
7	Review	5 minutes	Share their opinions about the session	Give the adolescents a chance to share their opinions about the session, and their feelings or mood as the session ends. Tip: This session can be combined
				with the Take-Away to avoid making the discussion too long or slow.
8		5-10 minutes	• Understand that the session is ending	Perform a special song, dance, handclap or other type of ceremony that will be used at the end of every
	Closing circle		 Say goodbye to each other for the day 	session. This can be the same as or different from the ritual at the beginning of the session.
			• Feel that their participation for the day was important to the rest of the Circle	Tip: Even in a newly formed Circle, adolescents can suggest or invent their own closing ritual.

Step-by-Step: Planning and facilitating a session in the Taking Action phase

The guide below provides suggested activities for adolescents in the Taking Action phase. Sessions should follow the same basic structure as other phases, but with more flexibility. Adolescents may facilitate some or all the sessions.

	Step	Time Frame	Aim: Through this step adolescents will:	Description
	Opening circle	5 minutes	 Feel welcome to join the group Understand that the Circle is beginning Feel engaged and active, using their voices and movement Feel a sense of continuity and reassurance from their work together in previous phases 	Continue to use a special song, dance, handclap or other type of ceremony at the beginning of every session. The adolescents can continue to use a ritual they have used in a previous session, or start a new one.
2	Remind & refresh	10 minutes	 Express how they are feeling Share their Take-Away from the previous session, including important ideas or experiences Refresh their memories about what happened in the previous session Receive an update on what happened previously if they missed a session 	Ask the adolescents to volunteer their feelings about, opinions on and descriptions of the previous session. Ask the adolescents to check on their own progress against their project plans. Tip: It may be helpful for the adolescents to keep written steps and timelines for their projects on chart paper.
3	Marm up	10 minutes	 Participate in a simple, short game or other fun activity that challenges them to try something new Interact with one or two other adolescents in the Circle 	Use simple games where adolescents interact with each other in pairs or groups of three. Tip: Encourage the adolescents to take turns leading a Warm-Up activity. They can even experiment by designing their own Warm-Ups.

	Step	Time Frame	Aim: Through this step adolescents will:	Description
4	Explanation & discussion	5-10 minutes	• Explore and explain what they learned or experienced through the activity	Bring the adolescents back into a circle. Ask them to share what they experienced in the Warm-Up, what they learned and how they felt.
5	Challenge	20-60 minutes	• Work on different steps of a long-term project that they plan and carry out over the course of several sessions	Give adolescents the opportunity to work on a project of their own design over the course of several sessions. This will include deciding their goal, agreeing to a project idea, planning steps and roles, and carrying out the project itself.
6	Sharing Construction Take away	10-15 minutes	 Come back together as a group Share what they have learned or created during the Challenge step Acknowledge each other's efforts or achievements Reflect on progress on their project 	Bring the adolescents back together. Ask them to share or present what they did during the Challenge step, highlighting what they find most important or interesting. Encourage warm feedback from the rest of the group for each other's work. Tip: If the adolescents are working on an ongoing project, help them to keep and preserve their work for the next session. Keep the adolescents together in their group. Ask them to share important things they learned and experienced while working on their projects. Tip: The facilitator or the adolescents can make notes or drawings to highlight important points, and display them in other sessions.

	Step	Time Frame	Aim: Through this step adolescents will:	Description
7	Review	5 minutes	Share their opinions about the session	Give the adolescents a chance to share their opinions about the session, and their feelings or mood as the session ends. Tip: This session can be combined with the Take-Away to avoid making the discussion too long or slow.
8	Closing circle	5-10 minutes	 Understand that the session is ending Say goodbye to each other for the day Feel that their participation for the day was noticed by and important to the rest of the circle 	Perform a special song, dance, handclap or other type of ceremony that will be used at the end of every session. This can be the same as or different from the ritual at the beginning of the session. Tip: Even in a newly formed Circle, adolescents can suggest or invent their own closing ritual.