



April 3' 2011

Programs Presented

Name of Program: Pimp-My-Jar

Presented by: Bliss Hall

Program Summary: This program entails using recycled glass bottles and glass jars, such as mason jars, as a coffee mug or drinking bottle. Instead of spending \$10 on a new coffee mug or drinking bottle, save a few dollars, recycle, and decorate your own!

Goals of the Program: Action: Taking action into leaving less of a carbon footprint on the world.

Skills: Learning how to put something into continual use that we usually don't.

Responsibility: Learning how to pick up a small part of the responsibility of becoming a more eco-friendly campus.

Materials Needed: Jars, like Mason Jars, Iced Tea bottles, etc. Felt, glue, glitter, paint, anything you can use to decorate a jar!

Number of presenters: At least 1.

Outline of Program: Holding this program is quite simple. Just have residents, or whomever, bring their own used glass bottle, whether it's a Lipton Iced Tea Glass Bottle or a mason jar. Just have a table out filled with materials they can use to decorate the jars. At Bliss, we had paint, markers, and felt and let our residents pick and choose between that. We encourage people to work together if they want to create even more elaborate designs.

Name of Program: Coming Out Stars

Presented by: Jennifer Maurer, Espous Hall

Program Summary: Have you ever stopped to consider someone else's thoughts or feelings? Have you ever felt the discrimination felt in our world? Have you ever walked a mile in someone else's shoes?

Goals of the Program: Raise Awareness, Be Thought Provoking, Have You Step into the Shoes of Someone Else.

Materials Needed: Cut out paper stars.

Number of presenters: At least 1.

Outline of Program:

I start with a disclaimer warning that topics such as homelessness, suicide, and homosexuality will be talked about and if they feel they would be too uncomfortable or are not prepared to take it seriously they should step out of the room now. Then I hand out different multi colored stars to each person in the room; there will be four different colors. I will then have the person fill out their star in accordance to certain categories. After that, I will describe certain situations where either they will have to tear, bend , or leave alone their star. This will illustrate the discrimination someone who is LGBTQ experiences in the coming out process. Finally, I will lead a discussion on how people are feeling and an feelings, thoughts, or emotions that this might have brought up for them.

Name of Program: Bead-It to Friendship

Presented by: DuBois Hall

Program Summary: Participants will be matched with people that they don't know, have a conversation, and then make their partner a bead bracelet based on colors that match their personalities.

Goals of the Program: Recognition, Friendship and Communication.

Materials Needed: Tables, thread for bracelets, beads of different colors.

Number of presenters: At least 1.

Outline of Program: - Split participants into pairs

- Explain significance of each color of bead
- Allow time for conversation between pairs
- Let pairs make bracelets
- Have the partners exchange bracelets
- Let partners explain why they chose the beads that they did
- Clean up

Name of Program: A Brain, An Athlete, A Basket Case, A Princess, and A Criminal

Presented by: Lixmer Ventura, Lenape Hall

Program Summary: Calling all Athletes, Greek Life members, Chemistry club members and any other clubs and groups you can think of. Want to break free of all the stereotypes that come with those groups? Come to this program to find out how these stereotypes are made and how they can be stopped dead in their tracks!

Goals of the Program: To teach about the problems with stereotypes and how to avoid them. To destroy some of the judgments of others we have in our minds. Encourage others to get to know someone before they judge them

Materials Needed: Index cards.

Number of presenters: At least 1.

Outline of Program: To begin this program I would give everyone an index card. On one side they would write a club that they are very associated and something most people assume about them because they are involved with that club. On the other side of the card would be if they do believe what is assumed is correct. After they have written those cards up they would have to form a circle and sit so there is someone directly in front of them. Now one by one each person would look at the person in front of them and say what they would assume about the person based off of the club they have written. The person who is being judged will then reveal what they wrote down as their typical judgments. After everyone has gone I would want them to pair up and share with each other if they believe that those judgments were accurate when it came to themselves. After this I would want a few people to share what they have learned about the other person in terms if the judgment was right. I would then go on to explain that in most cases these judgments are created by people who don't really take the chance to get to know the people and instantly judge them.

The second part focuses on something that really fuels stereotypes, fighting. People tend to create very negative characteristics of the other person

when they fight. It is automatically assumed that the other person will be aggressive, self-serving, and deceitful and that is where the stereotypes really start spreading. After the argument is over, in most cases, both people go to others and share what they fought about and how they feel about this person. Right there the stereotype is forming and that is why the next part is a simple apology. I want everyone to stand up and apologize to somebody that they have helped brand as something. For the apology they would have to: say sorry, say how they judged them, why they did it, and if they would take it back. I would hope that this shows everyone that our reasons aren't always fair and if they see that they'll be less likely to judge like that.

Name of Program: Carnaval du le recyclage

Presented by: Capen Hall

Program Summary: We plan on holding a recyclemania type carnival. Since it's recyclemania time we decide that we wanted to hold a program that incorporates recyclables. We want to have games like soda bottle toss, ring toss, water pong, shooting baskets with soda cans.

Goals of the Program: Have a fun program. Get more people involved in programs. Recycling awareness

Materials Needed: Tables, anything needed to run the games you choose, recyclable items.

Number of presenters: Enough to run your games.

Outline of Program: We would like to have at least 4 game stations.

1. Soda Bottle Toss

Basically we would have soda bottles set up in a pyramid and have the contestants have 2 chances to knock them down

2. Ring toss

We would have a bunch of bottles set up on a table and contestants have to throw a ring and get it on one of the bottles

3. Water pong with a twist

We would set up 10 bowls and instead of throwing ping pong balls they would need to toss crushed cans

4. Basketball

We would need 2 small kids basketball hoop and 2 contestants play against each other to see who can get the most recyclables in the hoop.

Name of Program: Pimp-Cup Making

Presented by: Melissa and Stephen, Esopus Hall

Program Summary: Pimp-Cup Making is a Program meant to simply be creative and to have a fun time! Participants can create their own Pimp-Cup while bonding with others while doing so! You can design it however you want, for whoever you want.

Goals of the Program: Have fun, Be Creative, Be artistic

Materials Needed: Cups to decorate, glue, glitter, paint, etc.

Number of presenters: At least 1.

Outline of Program: Pimp Cup Making was a program done by our Hall Government last semester and turned out to be a great success.

Participants received a cup purchased by Hall Government and use Puffy Paint to design their cup how every they would like. It is a great way for people to express their creativity and meet new people while doing so.

Name of Program: Dancing with Music Videos

Presented by: Sierra and Irene, Esopus Hall.

Program Summary: Learning how to dance from music videos with the presenters and with the music

Goals of the Program: Have fun, learn to dance, meet people.

Materials Needed: Computer, speakers, room to groove.

Number of presenters: At least 1.

Outline of Program: We will find music videos online and follow the dancers. We will also listen to music with the dance moves in it and watch tutorials so everyone can learn how to dance along with their favorite song.

Name of Program: Lending a Helping Hand

Presented by: Matt Eitelberg and Trevor Polasek

Program Summary: A program to help those who need a little inspiration to know that they are not alone and that they will always have friends and family there as support to help them achieve their goals.

Goals of the Program:

Materials Needed: Room with Chairs

Number of presenters: 2

Outline of Program: College is a very stressful time for students. Some students might be on their own for the first time in their life and might be having trouble adjusting to this new life and might feel alone. With this program it is an easy and inexpensive way for them to feel like they have support and motivation to keep them going. The activity is tracing their hands on a paper and decorating in a way that represents something about them that they love, and on each finger right the names of closest family members, friends, pets, and a goal that you'd like to achieve. Although it may seem like a childish art project, it is something for them to look at and know that no matter how stressed you may be, or if you're not succeeding in something, or you need someone, there is always those people that you wrote down who are willing to lend you a helping hand that will help you achieve your goals.

Name of Program: Whose Dragon is it Anyway?

Presented by: Stephen Dowd

Program Summary: Conference attendees come together, and through teamwork and creative instincts, they will participate in improv sketches similar to those seen on the TV show "Whose Line is it Anyway?" In making the sketches, the teams will be broken up into three groups for three scenes: "Scenes from a Hat," "Props," and "Party Guests." The participation in these sketches will hopefully allow the participants to work as a team, and to break out of their shell in creating a fun environment for all involved. (We will provide any props, aside from chairs, which should be in the room).

Goals of the Program: -Bonding amongst participants/teamwork
-Breaking out of one's shell
-Providing a fun-loving environment.

Materials Needed: chairs

Number of presenters: 1

Outline of Program: -Participants enter, split up into three groups.
-Groups are then given their scene (either Scenes from a Hat, Props, or Party Guests).
-They are given 5-10 minutes to digest their roles, and create slight preparation for the scene.
-Groups act out their scenes.
-After scenes are over, a short discussion will be held talking about what was learned, and what everyone got out of the program.
-EVERYONE LAUGHS AND HAS FUN!!!

Name of Program: Crazy Beautiful Life: Leadership According to Ke\$ha

Presented by: Jon Freifeld and Jen Maurer

Program Summary: Ke\$ha once said, “Woah you got a secret, you couldn’t keep it. Somebody leaked it.” Guess what? Her secrets of leadership are out and we are leaking it to anyone and everyone. Since We R Who We R, we can love our Crazy Beautiful Life as student leaders. This place is about to Blow with information, activities and exercises that will help you grow as a leader. Maybe even understanding a little further that Molly’s Love is Your Drug.

Goals of the Program: To Inform, Improve Programming and Improving Leadership

Materials Needed: Projector

Number of presenters: 2

Outline of Program: We are going to be explaining how Ke\$ha lyrics can be broken down into qualities about leadership. The program is split between her two albums Animal and Cannibal.

Name of Program: Spring into Service

Presented by: Jen Everdyke

Program Summary: Spring is the season where things grow and are reborn. Where better to start than with yourself? Learn about different service opportunities and how these can help you grow and develop as a leader. You will also have the opportunity to participate in a Nation-wide NRHH service project from an NRHH chapter in MCLA to benefit child cancer patients. And remember – giving back is pretty sweet. ☺

Goals of the Program:

1. Discuss why service is important
2. Provide different opportunities to implement service
3. Participate in a service project

Materials Needed: Table with chairs

Number of presenters: 1

Outline of Program:

1. Discuss importance of service.
2. Give different service opportunities.
- 3, Make cards for children cancer patients.

Name of Program: Empower-mints

Presented by: Jen Everdyke

Program Summary: So you've got your leadership positions, now what? How do you keep growing and improving? How do you push past all the things that block you from achieving your goals? This program is a refreshing new look at how to set goals and how to motivate yourself.

Goals of the Program:

1. Encourage goal setting and self confidence
2. Facilitate discussion about goals and what setbacks are
3. Establish ways to work past to work on goals

Materials Needed: Table with Chairs

Number of presenters: 1

Outline of Program:

1. Decorate a bottle (representative of person)
 2. Talk about setting goals and why they're important
 3. Write goal and put it in bottle
 4. Put mints in bottle
 5. Talk about things that keep you from accomplishing your goal
- Wrap up and what you've learned

Name of Program: Queer Jeopardy

Presented by: Jasmine Shovlin and Joey Pine

Program Summary: Queer Jeopardy is a program dedicated to diversity education, teaching those who attend many facets of Queer community, identity, and history. It will focus on gender, sexuality, and social norms relating to all things queer. Categories included will be famous persons in history, laws, culture, and much, much more! Think you've got all the answers? Come test your knowledge of all things rainbow!

Goals of the Program: Educate, Raise Awareness, Have Fun

Materials Needed: Projector, chalkboard, room requests / setup etc.

Number of presenters: 2

Outline of Program: Use a jeopardy template. Our categories include gender, sexualities, terminology, history and potpourri. We have five questions for each category. Instead of having teams or keeping track of points, we will give out candy to the people who answer the questions correctly. For the 10 and 20 point questions they will get one piece of candy. For the 30 and 40 questions they will get 2 pieces of candy and for the 50 point question they will get 3 pieces of candy.

Name of Program: Murder Mystery Mansion

Presented by: Bouton Hall Government

Program Summary: Investigate an insidious mystery and find out in a Clue styled interaction who has killed the host of the dinner party! Don a mysterious persona and role-play: make accusations and find the killer, but be careful! Don't get accused and carted off yourself and beware for the killer may strike again! Quickly get to know your fellow guests and learn the proper teamwork skills necessary to find the murderer before he finds you!

Goals of the Program: To socialize and get to know new people, to promote teamwork and active problem solving skills, and to survive the night!

Materials Needed: chairs

Number of presenters: as many as needed

Outline of Program: The game will be run in a similar manner to the game werewolf, but with a few twists. The "party" guests will all sit around in a circle with one person mediating the game. This person will explain the outline of the plot, which you are free to invent yourself as you wish and begin the game. All of the guests will be given a card with an identity and a personality with a few quirks and secrets. Two (or more) of the identities will ALSO be murderers, and one will be dabble in the occult. Everyone will be given 5 minutes to interact and get to know each other, and then they will "find" the dead body. They will then retire for the evening, and everyone will close their eyes. The murderers will be instructed to open their eyes and silently choose someone to murder. The murderers will then close their eyes and the occultist will open his/her eyes, and choose someone they suspect of being a murderer and will be told if they are correct or not (so that they can try to manipulate everyone into choosing correctly). The guests will all open their eyes and role play in character as they decide who to accuse and send to the police. Some guests may have grudges they must act on or overcome, some will be open minded, and they must work together to find the

murderer. After every final accusation, the murderers will then strike again, and the process will repeat until everyone else is dead or the murderers are all captured!