

UNIT I: MOTIVATIONAL DEVICES (continued)

RITUALS

Going around the class in turn, each student says his/her name "loudly and proudly" and briefly answers a question posed to the whole group by the teacher. The teacher will often go first, just to give the students an idea of what is expected, and to get the ball rolling.

The question should be a fairly simple and direct one, designed to help the class members and teachers to get to know one another better. For example, on the night of the first or second class, the question most often used is "Why are you coming to Relig?" Later on, questions on peoples' pastimes, likes, and dislikes, etc., can be used.

HERO GAME

What famous person, past or present, do you identify with? Discuss answers to the ritual.

Possible Questions:

1. Why did you pick who you did?
2. Do you think you possess any characteristics of that person?
3. Have they (characteristics) been a hel or a hinderance to you?
4. Did/Does this person have any views, beliefs which make/made that person stand out?
5. If so, was that person accepted by society for their different views?
6. Have you ever been in a similar situation?

GETTING TO KNOW ME AND YOU

A long list of questions and topics to promote discussion about ourselves. Use the whole list, or one at a time in a Ritual (see above).

UNIT 1: MOTIVATIONAL DEVICES (continued)

REVELATION GAME

Have each student bring in an object which represents himself/herself such as a rock, plant, picture, etc., and explain it to the class.

THINGS I LIKE TO DO GAME

The purpose is to give the teenagers a clearer image of themselves by having them pick out those things they like to do best.

1. List the ten (10) things you like to do best on a sheet of paper.
2. Date each activity as to the last time you did it.
3. Put an "O" next to the activities you do with others and an "A" next to those you do alone.
4. Place a "\$" sign next to those that cost more than \$3.00 to do.
5. Mark with an "M" the activities your mother enjoys; with an "F", those your father enjoys.
6. Place an "R" next to those you consider risky, and an "S" next to those you consider safe.
7. Number your three (3) favorite activities in order of preference.

PLAY-DOUGH

With a piece of clay or play-dough about the size of a golfball, students make objects that symbolize them in some way, such as a box, an animal, or any free-form piece of sculpture. Have them explain why they see themselves as they do.

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WHICH "FACT" IS A LIE?

Ask the students to complete the following statements on a sheet of paper. They should be answered truthfully, except for ONE, yet make that one believable.

Then, one person at a time reads their answers and lets the others guess where they are lying. Finally, they confess which "fact" is the lie and what would be their honest answer.

1. My favorite game as a child _____.
2. My here at age 10 _____.
3. My favorite singer or group is _____.
4. My favorite pastime right now is _____.

WHO IS THE MYSTERY PERSON?

Ask the students to sit in small groups and on a blank sheet of paper (all the same size and color), answer the following questions:

1. A color that reveals your personality.
2. An animal that portrays the way you see yourself.
3. A song that illustrates your philosophy of life.
4. A car that symbolizes you in some way.
5. A comic strip or T.V. character that you identify with.

Have the students fold the slips of paper and place them in a pile in the middle of the group. One person takes out a slip, reads the clues aloud and everyone tries to guess which group member matches the answers. Finally, the mystery person confesses and explains the last answer; they then pick from the pile and reveal the second set of clues.