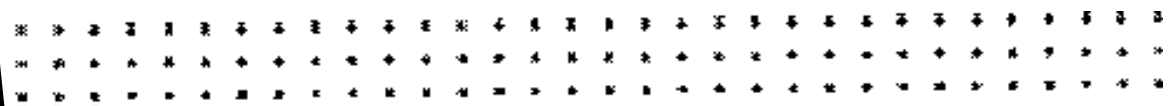


# FACILITATION OF RECREATION AND LEISURE



## CHAPTER 6 EVENT COORDINATION

### ACTIVITIES

- |          |                            |           |                       |
|----------|----------------------------|-----------|-----------------------|
| <b>1</b> | What's Important and Fun?  | <b>9</b>  | Last-Minute Checklist |
| <b>2</b> | Write It SMART-ly!         | <b>10</b> | How Did We Do?        |
| <b>3</b> | Hope for the Best          | <b>11</b> | Human Activity        |
| <b>4</b> | Plan for the Worst         | <b>12</b> | Design a Game         |
| <b>5</b> | Who Does What?             | <b>13</b> | Lead a Game           |
| <b>6</b> | Who, What, Where, When     | <b>14</b> | Tournament Paperwork  |
| <b>7</b> | Plan to Meet Again – Soon! | <b>15</b> | Run a Tournament      |
| <b>8</b> | Take Note                  |           |                       |





### ACTIVITY 1 What's Important and Fun?

**Instructions:** Think of goals that would apply to the event you are going to run. Write them here.

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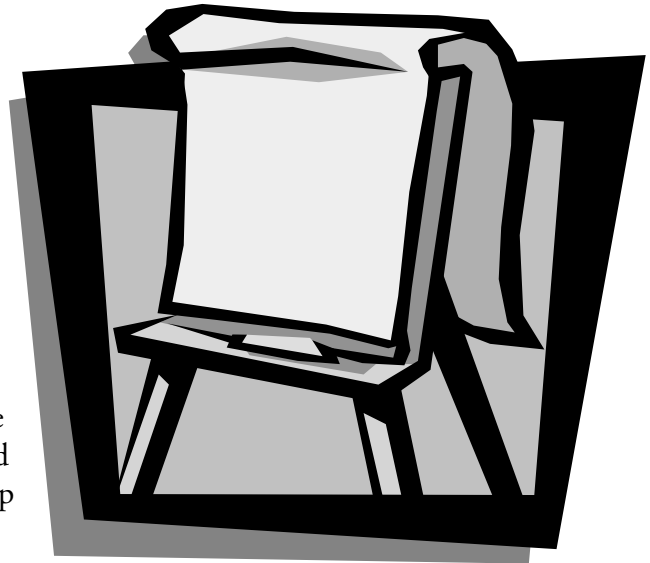
Now write your goals on one of the flip-chart pages on the wall. Your teacher will give you red and blue stickers.

Blue = priority

Red = fun to do

Walk around the room looking at each posted goal. Place a blue sticker beside goals that you feel are important to achieve. When you see a goal that you think you would enjoy doing, place a red sticker beside it.

Once all stickers have been placed beside the goals, add up the number of blue and red stickers beside each. The goals with the highest blue stickers and red stickers combined should be the goals that the group uses for the tournament.



The goals receiving the most red and blue stickers were:

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### Programming Problem and Alternatives Form

<b>Proposed Event</b>		
<b>Date</b>		
<b>Location</b>		
<b>Time</b>		
<b>Proposed Activity</b>	<b>Challenges</b>	<b>Possible Alternatives</b>





