

Youth Connection: Suggested Virtual CBSG Activities

Session	Handouts
One	Major Message HO 1:1 (use as a discussion); Getting to Know You HO 1:2 (use the questions); What Would You Be? HO 1:3 (use the questions)
Two	My Name Is HO 2:4 (ask them to create an acrostic poem using their names); Specialty Bag HO 2:5 (use the words to tell on thing about themselves)
Three	Alphabet Feelings HO 3:2 (modify to ask for a feeling from A to Z)
Four	Handling Anger Role Plays HOs 4:1 and 4:2 (discuss the scenarios and use three steps for handling anger in the discussion of each scenario)
Five	Dream Cakes HO 5:1 (modify to ask what are their dreams and timeframes); The End of the Rainbow HO 5:2 (use as a discussion); Let’s Take a Trip HO 5:4 (use as a discussion); Goals HO 5:5 (use as a discussion)
Six	Healthy Choices Baseball (use the questions in this activity); Situation Bingo HO 6:1 (use the scenarios/situations as a discussion)
Seven	Friends Role Play HO 7:1 (use the scenarios/situations as a discussion); Top Ten Reasons (ask the top ten reasons why they would make a good friend to someone); “Being a Friend” Role Plays (use the scenarios/situations as a discussion)
Eight	Resisting Negative Peer Pressure Role Plays HOs 8:1 and 8:2 (use the scenarios/situations as a discussion and discuss the 5 B’s)
Nine	Putting If All Together Jeopardy (use the questions to discuss)
Ten	What I Have Learned HO 10:1 (use as a discussion); Major Message HO 10:2 (use as a discussion)

Kids' Connection: Suggested Virtual CBSG Activities

Session	Handouts
One	HO 1:1 HO 1:2 MM written on paper at home or on handout; HO 1:3 Getting To Know You can be shared aloud; HO 1:5 What Would You Be shared aloud; and Stand Up If
Two	Stand Up If (Raise Your Hand if); HO 2:6 Everyone is a Star (processed outloud or participants draw)
Three	Feelings Bag HO 3:4 (modify so facilitator draws a feeling out of bag & participants share aloud)
Four	Handling Anger Role Plays HOs (facilitator reads scenario & asks how participants respond)
Five	Dream Cakes HO 5:1 (students can draw their cake & answer questions on the candles and process aloud)
Six	Healthy Choices Baseball (use the questions in this activity);
Seven	Helping Hands game HO 7:1 (modified facilitator pulls out helping hand & group deciding where to place hand) or Top Ten Reasons Handout
Eight	Resisting Negative Peer Pressure Role Play and appropriate responses from participants
Nine	Putting If All Together Jeopardy (use the questions to discuss or students tally their individual responses)
Ten	All activities are appropriate and can be verbally shared if handouts not available