

Managing an Effective Navigators Session

Reframing Negative Descriptions -reverence for difference

Disruptive –	Leader, engaging, eager, involved
Explosive-	Passionate, expressive
Disrespectful/Rude-	Demonstrative, Independent, questioning, inquisitive
Dishonest-	Creative, imaginative
Narcissistic-	Self-aware, ambitious, independent, confident
Thinks/talks out loud-	Expressive, outgoing
Incessant Detail-	Intelligent, expert, eager
Hyperactive-	Energetic
Argumentative-	Confident, independent, committed, verbal
Overly sensitive of others-	Compassionate, self-aware, empathetic, private
Disobedient-	Independent, analytical, bored
Irrational-	Spontaneous, poetic
Unreasonable-	Determined, questioning, focused
Slow-	Deliberate, thoughtful, patient

Fun, Engaging, Entering-In Activity

- brainteaser
- hangman
- knot tying

If no one gets the brainteaser right, use it again the next week

Go Over the Contract Every Single Session

-Everyone should come up with the contract, each with one key word

-Respect all people with your words- key word RESPECT!

-Walk with the group while going on field trips

-Listen to the leader the first time you are spoken to

-Use the Key Words when reminding youth about the rules

-Include consequences for breaking an agreement

-Don't get to go on campout, have to sit out during free time

-Focus on the positive outcome, instead of the negative outcome

-Everyone signs their name

-Read it out loud with the youth, sharing the reading every single session

-Seal it with all hands in, "let's have a great meeting!"

-All together, "GO NAVIGATORS!"

Most rules are broken because

- A. The rules are not mutually agreed upon
 - a. This is why you facilitate them coming up with the agreements

- B. The rules are not clear enough and do not give clear direction of what to do
 - b. Frame them in a positive direction- this is how to behave in Navigators
Keep the number of rules limited to a manageable number of rules they can remember

- C. The rules are forgotten
 - c. Review the Agreements after the Moral Compass *every* session

- D. The children are bored and not having fun
 - d. Give them lots of clear direction, plan fun activities for them, give the kids roles (line leader, door holder), make the walk to the park into a “follow the leader” game, or sing a Navigators song during a hike, appeal to their multiple intelligences, keep the activities varied and flexible

- E. The children do not feel empowered or respected.
 - e. Tell them the agenda for the day, Give them a 2 minute warning before moving them to another activity, whenever possible, let them vote or try to come to consensus on an activity, give them choices, treat them as intelligent, creative people with a vast and enduring potential for making great choices and doing incredible things. Believe in them, and keep your expectations high. Give them a real chance to bounce back if they have broken an agreement and suffered a consequence.

- F. Children’s basic needs are not being met- hungry, tired, problems in the family
 - f. Start each new session with an expectation that they are going to be invited into a special, magical, fun, and rewarding experience. Leave your own problems at the door, and consider your work a service, be a source of positivity and mentorship for them.