**The “Brain Game” - Overview for Teachers**

The “Brain Game” is a Bridge21 based, simulation activity in which students model the process of planning and implementing a four month leadership project. Each “month” of activity is completed in 30 minutes and each team will have tasks to complete each month. Students will use email and web-research to complete their tasks. Many of these tasks will include the students contacting various stakeholders or potential contributors to the project. All external communication throughout the activity is done by emailing “the brain”.

Each “month” had a number of deadlines. For example, if the students were planning a coffee morning for a local hospice, their tasks for one month might include:

1. Get permission from their principal
2. Secure sponsorship from a local business
3. Inform parents of the event.

They do this by sending emails to the brain and addressing whomever they wish to contact. They will send several emails to the same address but they will begin “Dear Principal”, “Dear Local Business Owner” or “Dear Parents”.

A team of teachers or older students are needed to answer the “Brain” emails. One adult acting as a “brain” can support up to 3 teams of students. They will reply, in character, as the various stakeholders in the project. Some replies will be prompt. Others may take more time. Some will give positive responses such as permission to proceed or agreement to take part. Others will be more negative such as the respondee not being available or requesting more information. For example, a “local business owner” may agree to provide prizes for a raffle if their logo is included in the posters for the event. They may ask students to mock up these posters, and share them by email, by a certain deadline before agreeing to help out.

An outline of predetermined tasks is provided to teams (see below), but additional tasks can come to teams via the brain. Tasks not completed in one month will roll over into the next. The activity is designed to help students develop a sense of what it is like for the team to manage a project from start to finish. They should experience what it’s like to communicate in a formal fashion via email communication, to be put under pressure, to adapt to changes and to solve problems that arise within a project. These skills should be of benefit to the students when running their own Leadership projects, Junior YSI and CBA’s.

**The “Brain Game” - Directions for Students**

You and your teammates must plan and manage a community service project including making a budget, communicating with teachers, local businesses/organisations, students, setting and meeting deadlines, etc.

You have 4 months to do this. Each month is equal to roughly 30 minutes of real time. You should try to complete the tasks prescribed for each month (or you’ll have to catch up on it the next!!). All communication should go through “The Brain” — that is all teachers, parents, sponsors, guest speakers, etc. who are using the email address provided.

Your project theme is “Anti Social Behavior”

**November**

By the end of this month you should…

* Decide on three actual activities (concerts, parades, guest speakers, other events) that will happen in this project
* Decide on a budget for your project
* Write a project proposal to the Board of Management with information on the above **(A word document)**

**December**

By the end of this month you should…

* Contact the relevant people who you need to get involved with your project (teachers, guests, etc..) **(Use email)**
* Write a parental consent form for all students involved with the project giving details of activities **(A word document)**
* Decide on dates and venues for your activities and check this out with relevant people **(Use email)**

**January**

By the end of this month you should…

* Make a poster for your school building using Paint or similar **(Email file to Brain)**
* Write a progress report to Board of Management **(A word document)**

**February**

By the end of this month you should…

* Prepare a presentation of your project (Using the guide questions provided)