Primary and Secondary Girls Active Leader (GLAMS) Training

Name of course	Understanding and Influencing Your Audience
Impact on young people	As a result of this course, girls will have:
	 higher levels of enjoyment and engagement in physical activity
	greater learning, life and leadership skills
	 improved health and wellbeing – now and in the future
	greater self-confidence in transitioning between schools and key stages.
Targeted learners	The course is aimed at girls (primary & secondary) who have no prior experience of being a Girls Active Leader
Learning outcomes	By the end of this course, learners should be able to:
	 Develop an understanding of how other girls might feel
	 Identify the barriers girls face in being active and understand what motivates them
	 Develop the skills needed to influence and motivate others
	 Reflect on their own skills/qualities as leaders and identify a goal to work on.
Course timings	60 minutes
Format	The training will be delivered through Zoom.

Overview of session

Venue requirements

• Large classroom/space so girls can move around

Equipment/software requirements

- Laptop/PC
- Headset or microphone/headphones
- Zoom Pro (ability to annotate screen)
- Music player (optional) to play at start/during activity

Resources – for Athlete Mentor

- Workshop notes
- Slide deck (and Intro slide deck if first session)
- Video (on desktop): Always #Like A Girl <u>https://www.youtube.com/watch?v=XjJQBjWYDTs</u>

Resources - for School

- Influencer Skills Cards to be printed out and cut up
- Multi sports equipment, e.g. balls, cones, hoops
- Flip chart paper
- Paper and Pens

No.	Learning outcomes By the end of this session, learners should be able to:	Suggested learning activities	Resources	Approx. time
1	Get to know each other; build a sense of belonging	Welcome to SUFC: Understanding and Influencing Your AudienceAthlete Mentor - if first sessionIntroduce self and get to know our GLAMs team: Congratulate the girls on being selected.Explain that out of everybody in their school they have been selected because they have the potential to have a positive impact on their peers. These sessions will help to develop their leadership skills and support them in inspiring and influencing other girls to get and stay active.Name game: Ask each girl to introduce themselves by sharing their name and one word that describes them. This adjective must start with the same letter as their first name, i.e. Joyful Jenna. The next person following has to repeat the first person's name and adjective before adding their own.	Intro slides 1-5	5 mins

2	Develop an understanding	Introduce workshop outcomes. Explain that only when we understand our audience are we able	Slides 1 - 4: Intro	10 mins
	of how other girls might feel	to identify what motivates them, and only then can we start to provide an offer that's engaging	& comfort,	
		and exciting. That's what today's workshop is all about.	stretch, panic	
		Activity: Comfort, Stretch, Panic	Paper and pens	
		Give the girls a category and they will select whether that makes them feel comfortable, stretched, or panicked. The girls can create the letters C, S or P with their hands, or they can hold up to the screen a piece of paper with the letter on. Suggested categories include:		
		• Spiders		
		• School		
		• Sport		
		Being a Girls Active Leader		
		Leading activities to other girls in your school		
		Explain that we all feel differently about different things. Being a Girls Active Leader is about understanding how other girls feel, and what some of the barriers and challenges might be that prevent them from getting involved in physical activity.		
3	Identify the barriers girls face in being active and	Video: Play the 'Always, #Like a Girl' video - <u>https://www.youtube.com/watch?v=XjJQBjWYDTs</u>	Youtube video	10 mins
	understand what motivates them	Ask the girls to share how the video made them feel. What did they feel strongly about? Did anything surprise them regarding the barriers that girls can face in being and staying active? How does this compare to the girls in their school? Take feed back.		
		Remind the girls that, as Girls Active Leaders, their role is to support and inspire other girls to get active and help find a way for everyone to enjoy physical activity. Physical activity should be fun and should help girls feel good about themselves. The girls have been identified as having the qualities to be able to do that.		

Girls Active 'Stepping Up For Change' Online Training

4	Identify the barriers girls	Activity: Target Audience	Slide 5: Your	15 mins
	face in being active and		target audience	
	understand what motivates them	 Draw around someone in your group and bring to life the average girl that you will be targeting in your school. On the inside of this person write down all the issues and barriers that prevent them from getting involved in sport and physical activity. Circle three key issues that they would like to change. On the outside write down (in a different coloured pen) all the things that might motivate this girl to take part. Circle what they think are the top three motivations for girls taking part in sport and physical activity. Share and feed back drawing of girl to athlete mentor. 	Flip chart paper and marker pens	
		Reveal the key research why girls take part in sport and physical activity: 1. Being in the right environment	Slide 6: YST Research	
		2. Learning something new		
		 Looking and feeling good Spending time with friends Having fun 		
		The challenge is for you, as Girls Active Leaders, to provide these opportunities! So, now we know what motivates girls, we can start to understand how best to influence them to take part in sport and physical activity.		

5	Develop the skills needed to influence and motivate	Activity: Influencing skills	Slide 7: Influencing &	15 mins
	others	Discuss: What skills do we need to influence others?	motivating others	
		Ask the girls to look at their Influencer Skills Cards and create a Diamond 9. The aim is to put the skills in order of importance from what they think is least important to most important when it comes to influencing others (there is no right or wrong here). After, ask the girls to present back on their Diamond 9 - why have they ranked the skills in that order?	Influencer Skills Cards cut up Multi sports	
		Ask the girls to select their top 3 skills and plan and take part in a fun game to highlight these skills in action. Athlete mentor has to guess which skill they are demonstrating in their activity.	equipment, e.g. balls, hoops, cones	
6	Reflect on their own skills/ qualities as leaders and identify a goal to work on	Reflection: Which of these skills is a strength for you, and which is an area for development? How do you use these skills currently in school? How might you develop these skills in your Girls Active role? Ask the girls to share and give examples.		5 mins
		Quote to finish: "I've learned that people will forget what you said, people will forget what you did, but people will never forget how you made them feel." - Maya Angelou.	Slide 8: Quote	