**CLUB**

Date:

Welcome! Thank you for your willingness to serve.

# REVIEW WHY WE SERVE: BENEFITS FOR TEENS WHO SERVE

1. Get to know you: **Two Truths and a Lie** (instructions below). Remember to repeat names so everyone gets to know each other by name.
2. With the participants, ask if someone would be willing to serve as vice president and secretary.

Vice President: Secretary:

1. Look for a service project on **JustServe.org**. Note which projects the group is interested in.

# POSSIBLE PROJECTS:

1.

2.

3.

4.

The president will take responsibility for signing up and contacting the volunteer project coordinator. Then communicate the date and time set for the project. Determine what app is best to connect the group! (Remind, GroupMe, Email etc.)

With the first service project set, aim for a service project for the school in the next 2 months. Contact the principal, a counselor or the faculty club sponsor for direction. This can be assigned do the Vice President.

1. After you have the two projects talked about, list projects the group is most interested in serving.

# SERVICE IDEAS: (ANIMAL SHELTER, SENIOR RETIREMENT HOME, SPECIAL OLYMPICS, NEIGHBORHOOD PARKS)

1. From this list, identify organizations that you can reach out to. Give them a call and ask them if they have volunteer opportunities. If they are interested, you may schedule and line up the service project or get in touch with the JustServe coordinating council specialist in your area. They will be able to help the organization get connected with JustServe and post volunteer opportunities on JustServe.org.
2. Set up the date and time for the next club meeting:

**THANK EVERYONE AND DISMISS!**

**TWO TRUTHS AND A LIE ICEBREAKER:**

In a group setting, each participant shares three statements about themselves – two true and one false. Take turns one by one sharing the three statements and the group votes on which one was a false statement. The objective of the game is to learn interesting facts about your peers while adding an element of mystery and excitement to the interactions.