

# Lead the Way

developing leadership skills

for secondary school



## Student Wellbeing Incursions

We provide an educational program that includes workshops for students and teaching resources. These enable young people to develop community building values, make wise choices and fulfil their potential.



## Incursion Details

- \* Sessions are interactive and involve a variety of games, stories, discussion and multi-media
- \* Offering a range of options – from a single session to several sessions for the same or different groups
- \* Recommended duration is between 45 and 90 minutes – flexible to your timetable
- \* Follow-up lesson plans and resources for teachers are included
- \* Parent sessions are also offered on several topics including resilience & cyber-safety
- \* Costs are calculated on the number of sessions and location. Contact us for a quick quote.

## Learning Focus

The **Lead the Way** incursion explores what leadership is and practical skills to become better leaders. We explore communication skills, the importance of being trustworthy, role-models, teamwork, empathy, taking initiative and how to make a positive difference. Through a variety of **interactive activities, games, discussion, stories, multi-media, and video** the workshop equips students to extend their own skills and the consider the responsibility they play as a leader in their school and beyond.

The incursion can be tailored to meet the needs of students from year 7 to 12. In addition to this student incursion, a **complimentary teacher resource manual & curriculum** is provided that can be implemented & modified by the school to extend the learning outcomes in the classroom over several weeks.

## Rationale

Effective schools validate and embrace student voice, agency and leadership. They understand the importance of creating learning environments that promote independence, interdependence and self-motivation. They build productive school cultures for all adults and students. Student leaders play a significant part in influencing their community by the choices they make, their unique skills and their actions. These outcomes are fundamentally governed by the values, priorities and philosophy of each individual as well as their community and culture. We challenge students to identify and examine their character & skills and the part they are to play as a leader in the school and beyond.

## Key concepts covered in the session:

- Exploring how leadership better enables us to work well within a community
- Each person is unique - different people lead in different ways
- Understanding their strengths and weaknesses as a leader
- Identifying areas of improvement / development as leaders
- Responsibility – how leaders consider others and the consequences of their actions
- Communication skills – including public-speaking and facilitation within a smaller group
- How to empower others, be creative and having the courage to take initiative in decision-making
- The importance of having values and goals to work towards
- The power of encouragement and how we can have a positive influence on others

## Essential Learning Standards

The incursion presents a student learning program that intertwines elements of all strands of the curriculum with the key focus on the following:

- **Building social relationships** (Interpersonal Development),
- **Reflection, evaluation and metacognition** (Thinking Processes)

The table below shows these dimensions addressed and the emphasis provided:

Strand	Domain	Dimension	Included	Major Focus	Teacher Manual
Physical, Personal & Social Learning	Health & PE	* Movement & physical activity * Health knowledge & promotion	X	X	X
	Interpersonal Development	* Building social relationships * Working in teams		X X	X X
	Personal Learning	* The individual learner * Managing Personal learning		X X	X X
	Civics & Citizenship	* Civics knowledge and understanding * Community engagement		X X	X X
Discipline-based Learning	The Arts, English, Humanities, LOTE, Maths & Science	* Knowledge, understanding & skills gained through the domains	X		X
Interdisciplinary Learning	Communication	* Listening, viewing & responding * Presenting		X X	X X
	Thinking Processes	* Reasoning, processing & inquiry * Creativity, reflection & metacognition		X X	X X