

Aviation In the Know at OSU Discussion Leader Notes



These notes are specific to the YAA program at OSU. If you are interested in starting a YAA program in your community, please download the "Program Handbook" found at <http://youthaviationadventure.org> for the *complete* set of discussion leader notes, along with tips, and other information on how to run this program in your neighborhood.

Please note, these discussion notes should be used as a guideline. You are a professional, and you have a lot to offer our participants. Please be sure to cover the objectives, but know that this is not written in a way that will make you read it word for word. Also, if you're in a loud area, like on the ramp, you'll have to speak loudly to be heard.

Objectives

This activity is a culmination of all objectives; it is an overall program review.

Setting:

This station can take place in a classroom.

Time Required: 20 minutes. Score is tallied when time runs out, rather than after all questions have been asked.

Setting up the Station:

Ohio State Airport - Administration Building - Class room.

- 1) Check with Dan Kiser or Steve Wathen to see if the area has been set aside for the event -*note: an E-mail is sent out confirming the dates of the spring and fall events. If you are a new DL or volunteer then get a copy of the E-mail from your contact person.
- 2) Secure the building and room for our use.
- 3) Day of event –

- a. Contact operation station in old tower building and have the building unlocked.
 - b. Turn on inside building lights for the hall ways, restrooms and class room.
 - c. Class room is 1st room on the North side of the building.
 - d. Make coffee
 - e. Remove all tables except three (3) and all chairs except three (3).
 - f. SEE DIAGRAM (**we need the diagram**)
 - g. Set up computer - issued by OSU - or Steve and enter or bring up power point.
 - h. Set up game show equipment - Provided by Steve - See Tim Beach for assistance if needed.
 - i. There will be four stations for the players of the game.
 - j. Test all equipment.
- 4) You will need one person to help the students into the hall area, having them count off as they enter to fill each station inside. Scout leaders, parents or others may stand against the rear wall to observe.
 - 5) You will need one person to keep score, one to read the questions and one to use the power point.
 - 6) Scout leaders or other persons in charge will lead group out of building after there time is over.

Materials

- Laptop/computer with PowerPoint game show questions.
- Computer projector and screen.
- 4 place 'game show type' buzzer system and tables.
- Chalk board or flip chart for keeping team scores.

Procedure:

- Divide participants into 4 teams.
- Explain game rules - Each team is lined up behind a game buzzer. Team members take turns holding the buzzer. The discussion leader shows a single slide with a question on the screen. The first team to ring the buzzer has 10 - 15 seconds to correctly answer the question. If their answer is incorrect the other teams have the opportunity to buzz in and answer the same question. Each correct answer is awarded 1 point. The team with the most points wins!
- Facilitator helps with 'hints' specific to each question.
- Often a simple follow-up question of "Why?" is an easy and good way to solicit more engagement.

Hands-on Component

This activity derives its engagement from the game show-like nature of the questions and the use of the buzzers.

Tips and Options:

- This station requires 3 facilitators: one to run the PowerPoint presentation, one to read the questions and one to keep score.

Resources in Booklet

- There are no resources for this activity at this time. Since this is a culminating activity, the entire booklet is an appropriate handout for this activity.
- An optional handout could be to include the game questions along with instructions on how to play the game at home. The disadvantage of this is that participants could preview the questions before they got to the game.