### Icebreaker

The session always begins with a short talk about the week which is always followed by a micro-activity.

This activity is in the format of a “question” or “call for opinions” where each person writes their comments or answers on sticky notes and attach them to our flip-chart. They write one statement per note and all notes are anonymous.

Then we do a little gallery walk on the notes allowing each one to do +1 on notes they agree with. It is always fun and some notes end up with signs saying +1000 or +Infinite.

An example of “questions” or “requests for opinions” used in the past:

- What do you usually do online?
- What do you want to learn?
- Tell us a news item that you saw online during the week

### Activity 1

Our first activity is usually the “technical one” where the attendees will learn something about the Web, or IoT, or the Internet. This is focused on unlocking digital skills.

For these activities we always look into the Mozilla Teaching Activities, but if we don’t find something there, we usually end up remixing something or creating our own.

### Intermission

Between the first activity and the second activity, we do a micro-activity like the one from the beginning of the day. We mostly do that so that people will stand up from their chairs and move around. This gets the rhythm moving for the next activity. Our “question” for this activity may be an opinion piece, just something to get them excited and talking such as:

- What is your favorite movie/ cartoon/ series/ anime?
- Are UFOs real or not?
- Who is the greatest superheroine/ superhero?

### Activity 2

This second activity is targeted at making their creative spirit flow. We want them to produce something.

This is application of digital skills and leadership development through collaboration.

**Taking away the candy before the package is empty...**

Since this is the final long activity for the day we want to end up in a high spirit.

The main objective is to finish the day before they get bored. This way people are excited for the next meeting instead of ending in a slow boring pace.

We must remember that our members are focused on gaming so we need to keep things moving at a fast and funny pace or they lose interest. Some examples from the past are:

- Create a meme
- Create a comic
- Create a play-doh doll and web instructions for it
- Hack the News

### Closing

We always end the day with the same activity. It is a variation of our micro-activity model where we divide the flip-chart in three areas with labels meaning “what was cool today”, “what was bad today” and “what do you want to see in the future”.

They write sticky notes with their opinions and place them on the appropriate area.

This is used both for metrics of our work but also to plan future meetings. That is how we saw their interest in IoT and Robotics and planned our future meetings to include such topics.

**Group Pic!**

After this micro-activity we pose for a group photo and say our goodbyes.

We usually have lunch available at the venues and the members may pick soft drinks or food at any time. We avoid doing lunch breaks because people tend to lose focus after them.