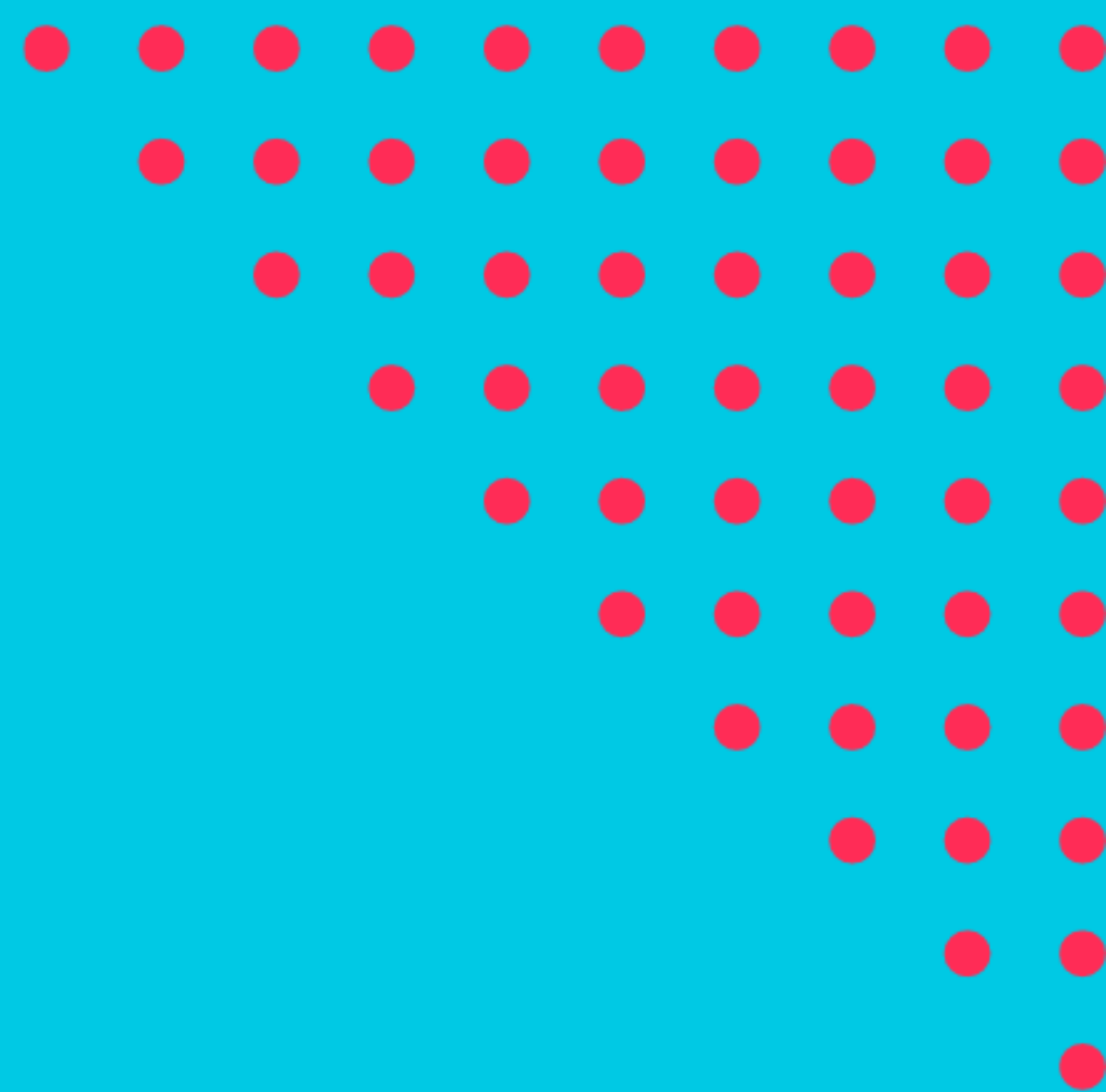


# ACTIVITY *REVOLUTION!*



ENJOVE





# The World's Greatest Activity

ENJOVE

**I Found  
It!**



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**I SURVIVED THE  
LITTLE-BIG GAME  
RALLY**



**SAN MATEO HIGH SCHOOL  
NOV. 14, 1986**

**ENVOLVE**

# ACTIVITY *REVOLUTION!*



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# ***THE TRUTH?***



**Participation**

# ***THE TRUTH?***



**Participation**



**Attendance**





# ***THE TRUTH?***



**Participation**



**Attendance**



**Enthusiasm**

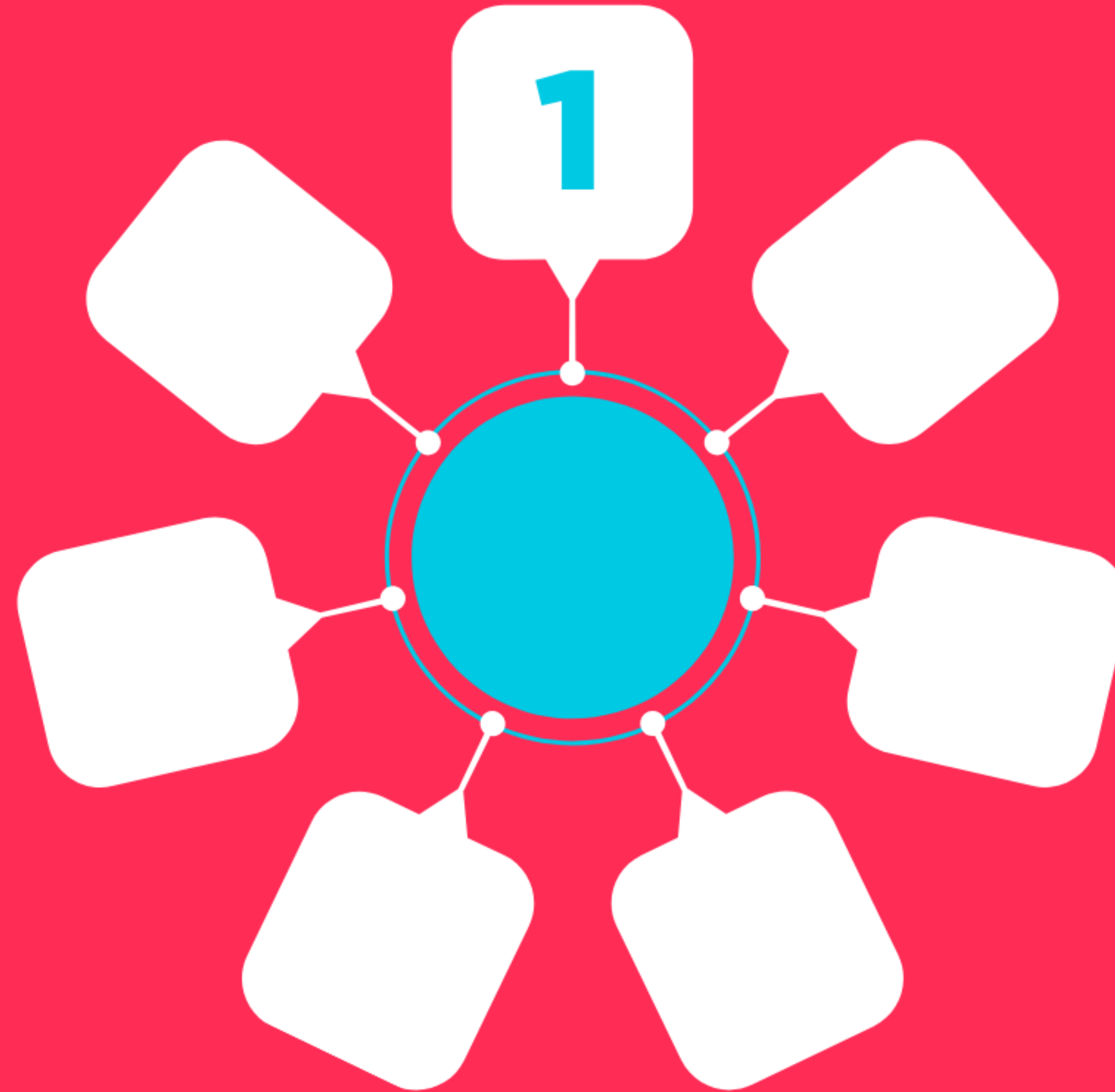
**How did we get  
here?**



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# Program Establishment

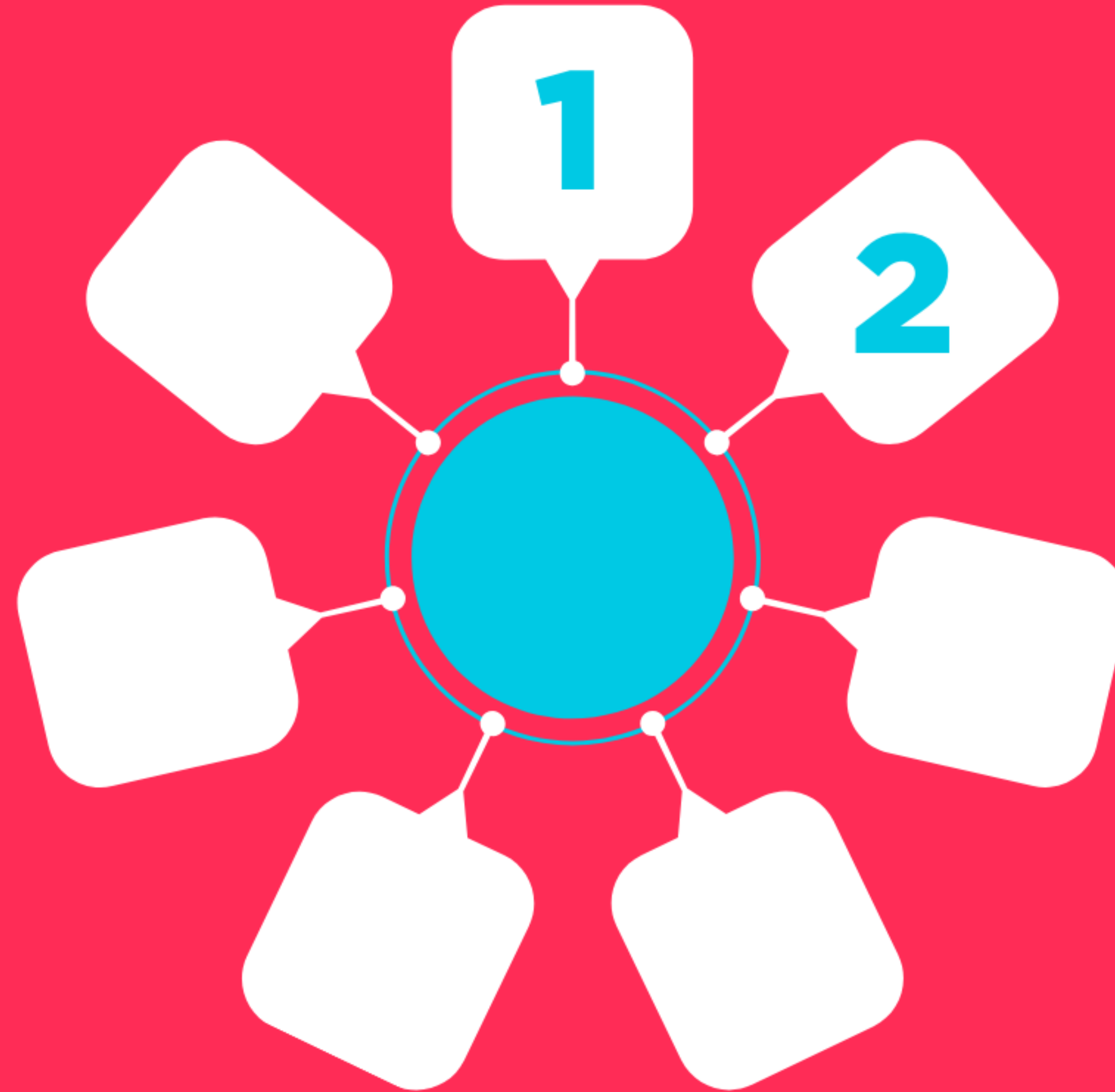
## 1. Upper Class Polling



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# Program Establishment

- 1. Upper Class Polling
- 2. Established Norms

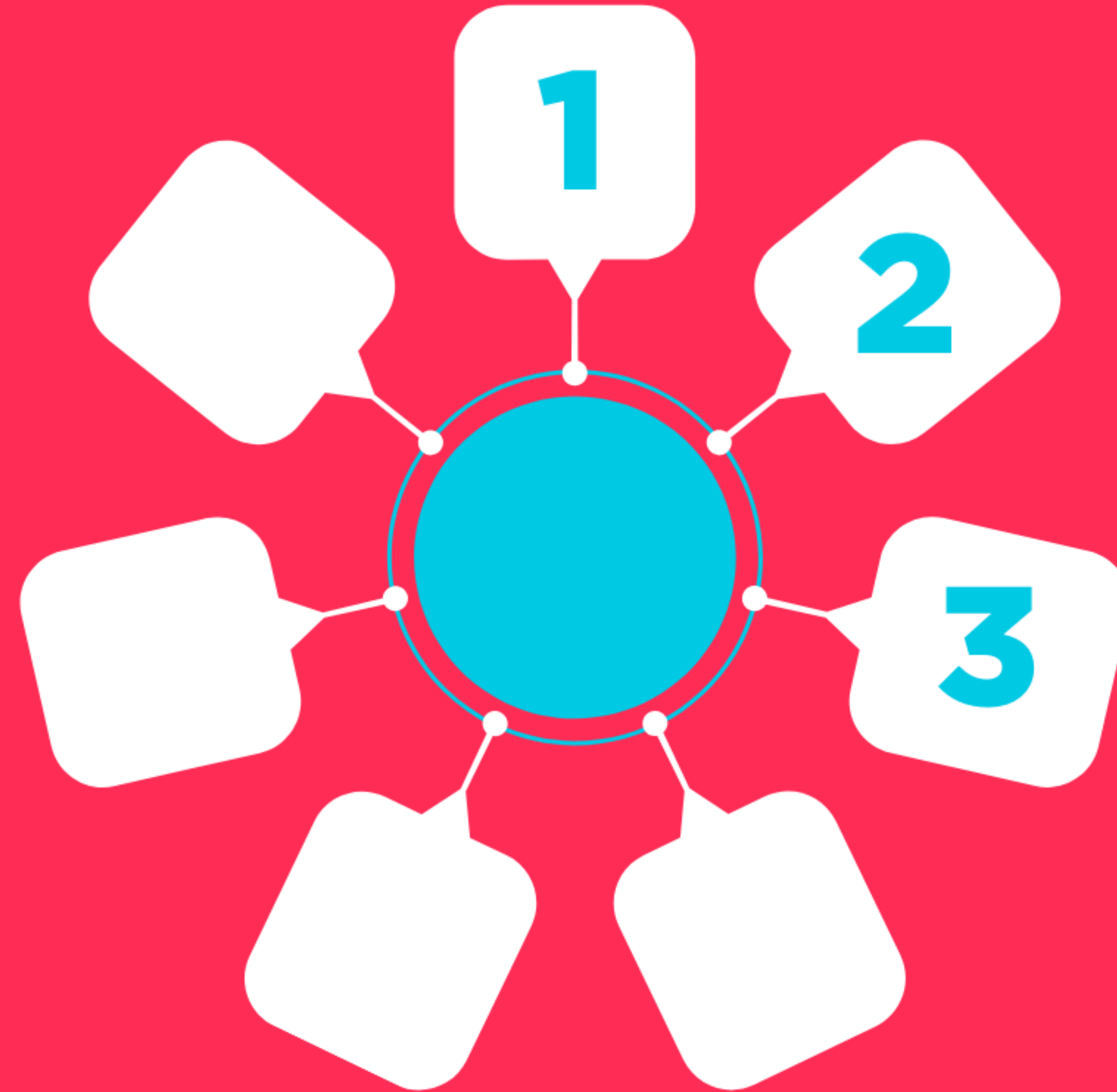


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# Program Establishment

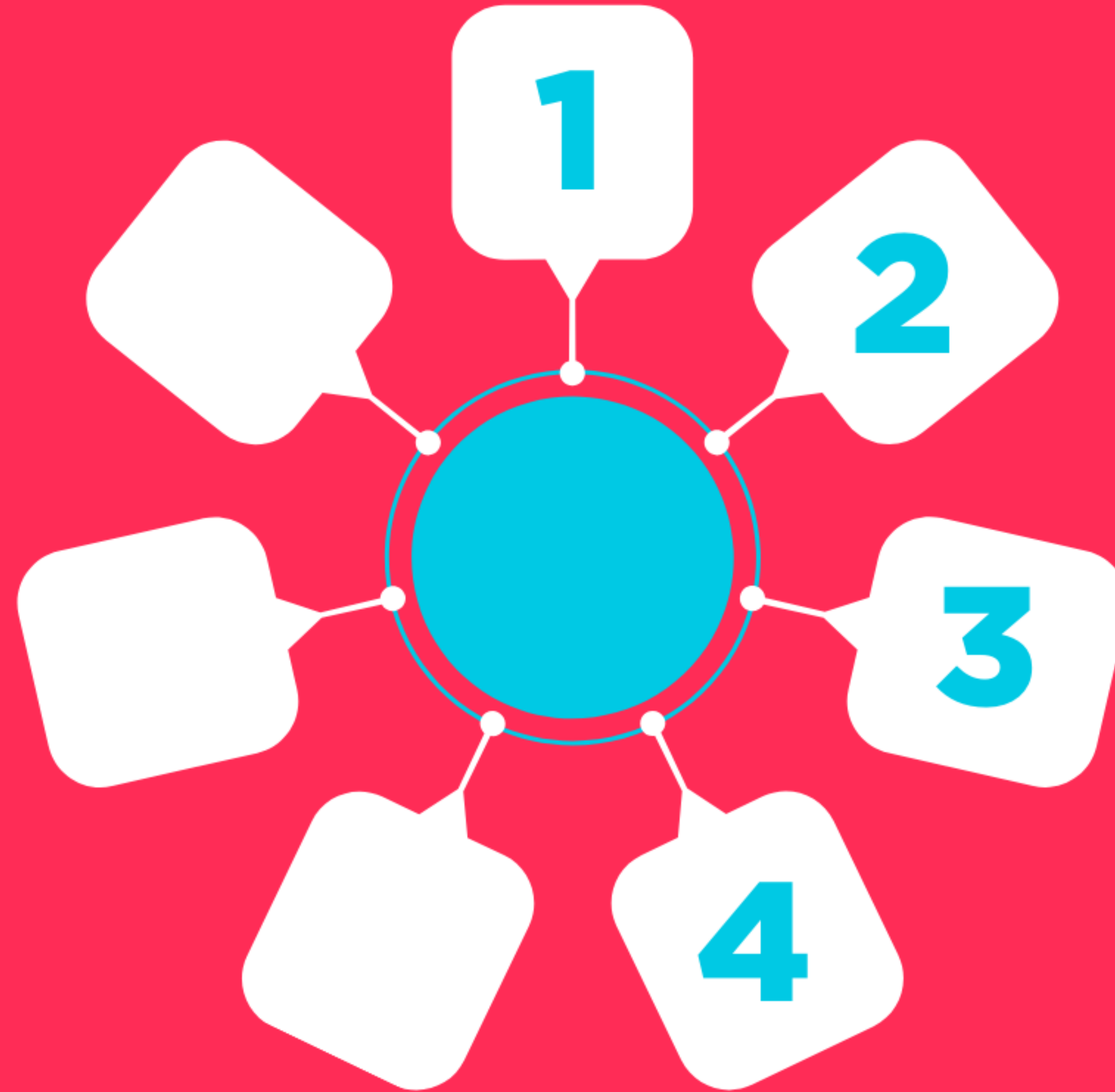
- 1. Upper Class Polling**
- 2. Established Norms**
- 3. Low Student Turnout**



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# Program Establishment

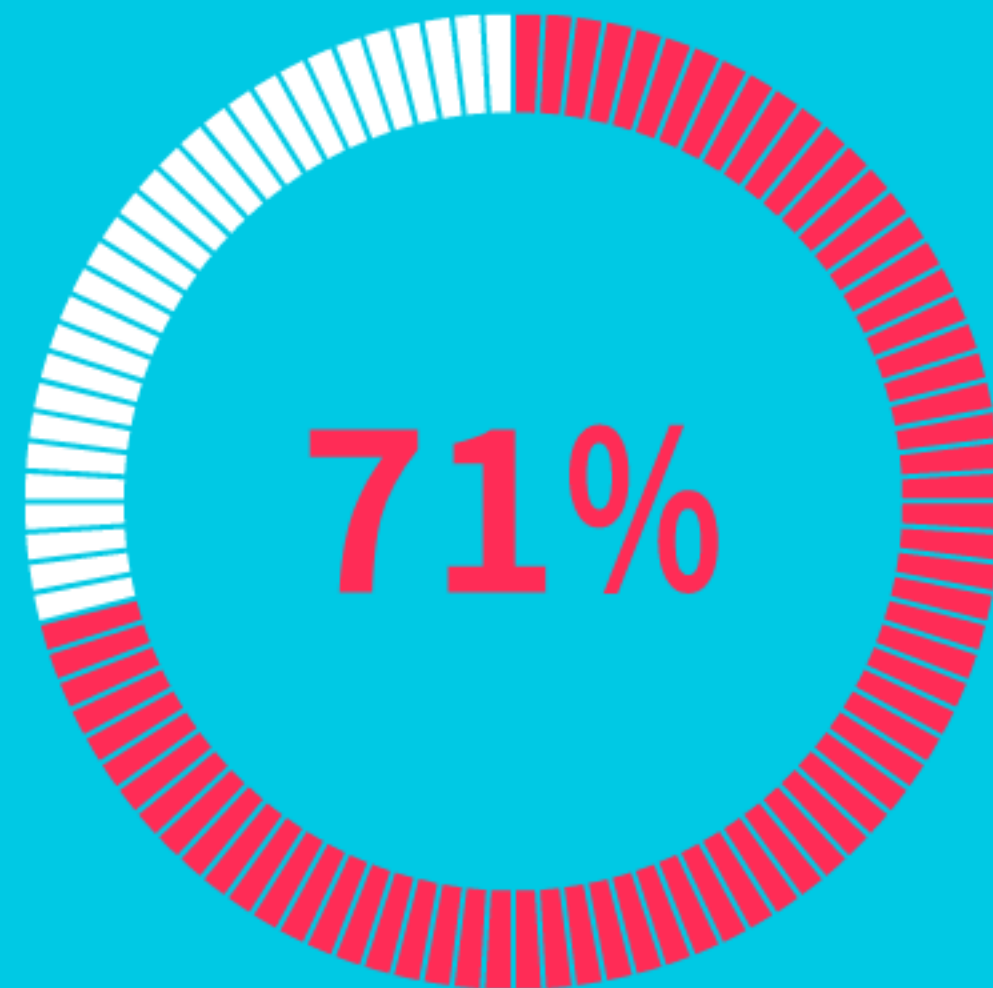
- 1. Upper Class Polling**
- 2. Established Norms**
- 3. Low Student Turnout**
- 4. Seek Additional Resources**



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# Activity Database Results

# Activity Database Results

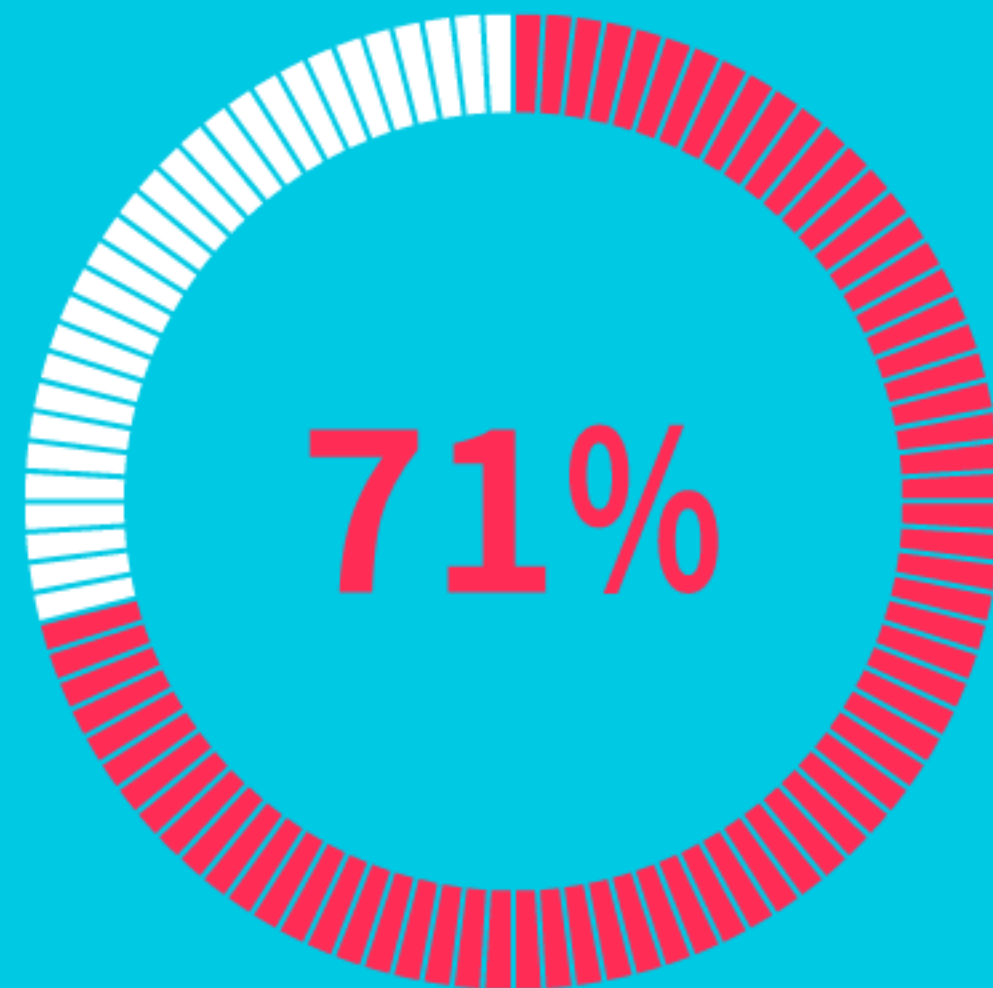


**Student  
Engagement**

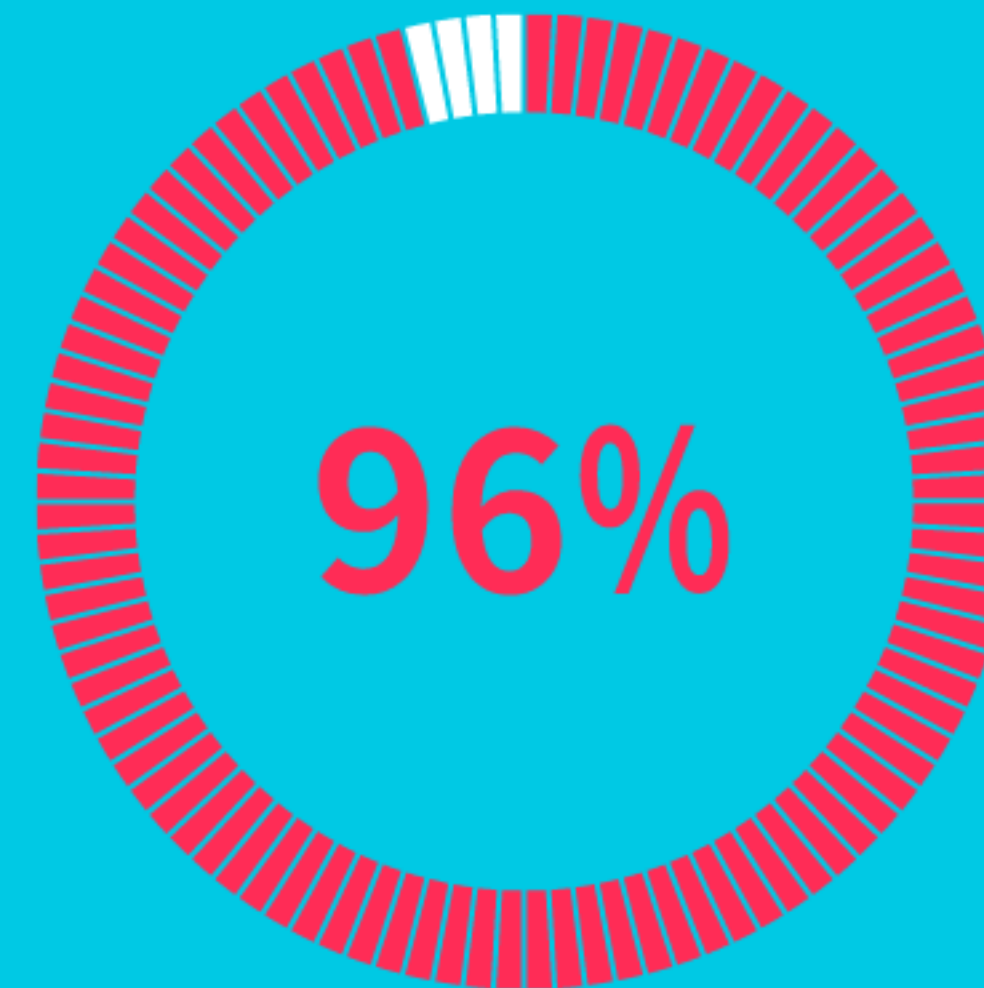
**ENVOLVE**



# Activity Database Results



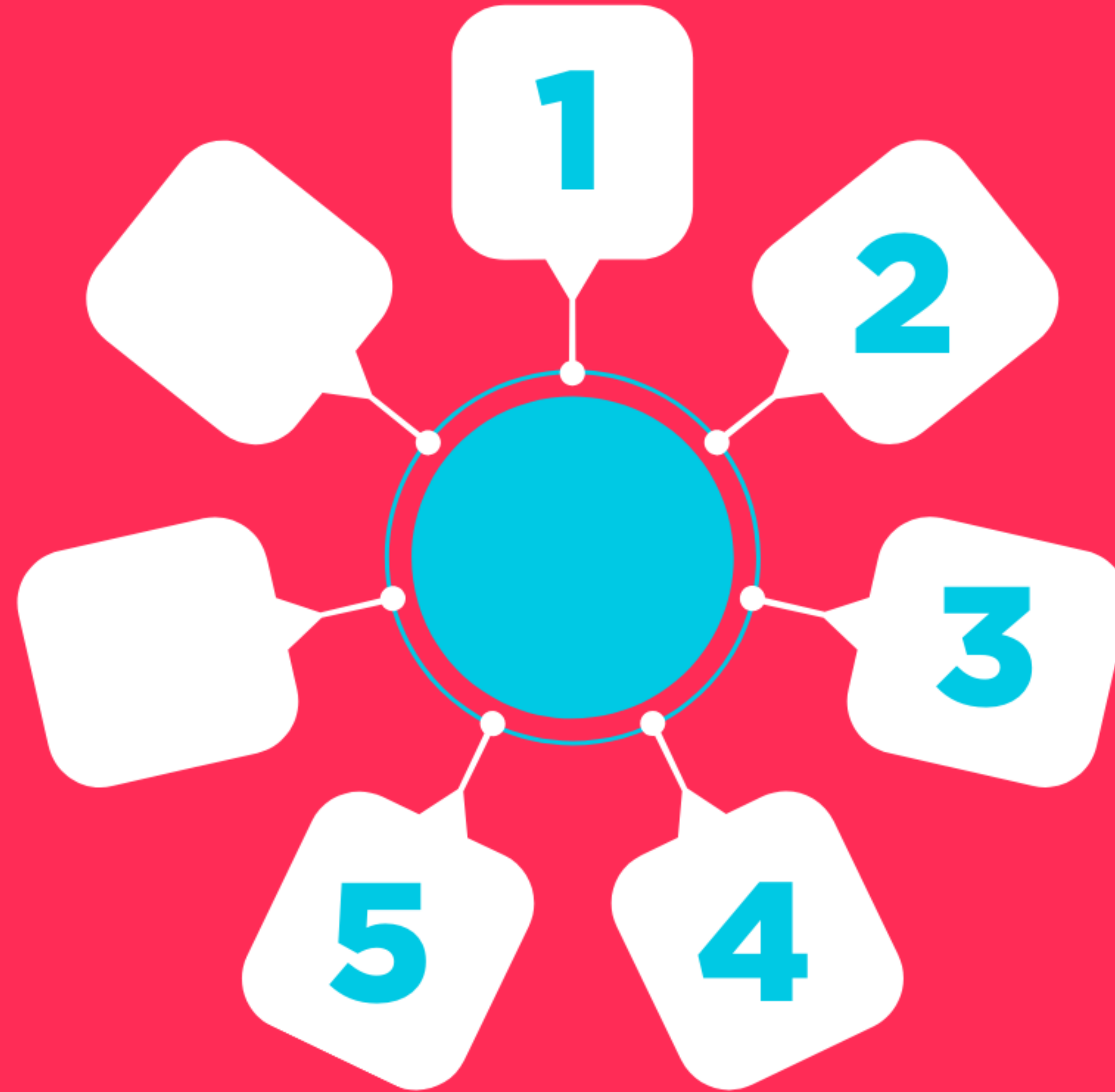
**Student  
Engagement**



**School  
Spirit**

# Program Establishment

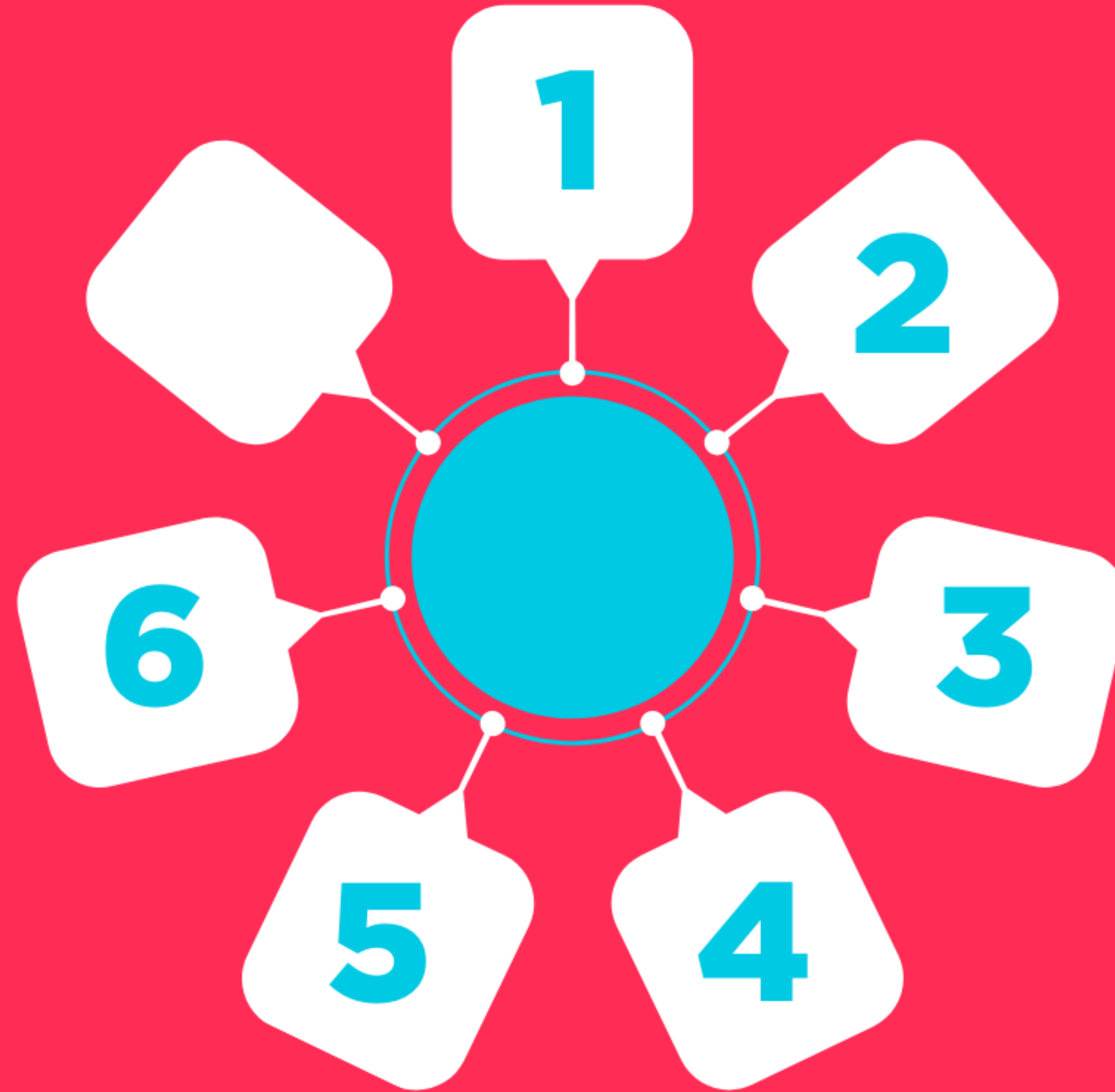
1. Upper Class Polling
2. Established Norms
3. Low Student Turnout
4. Seek Additional Resources
5. Establish Traditions



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# Program Establishment

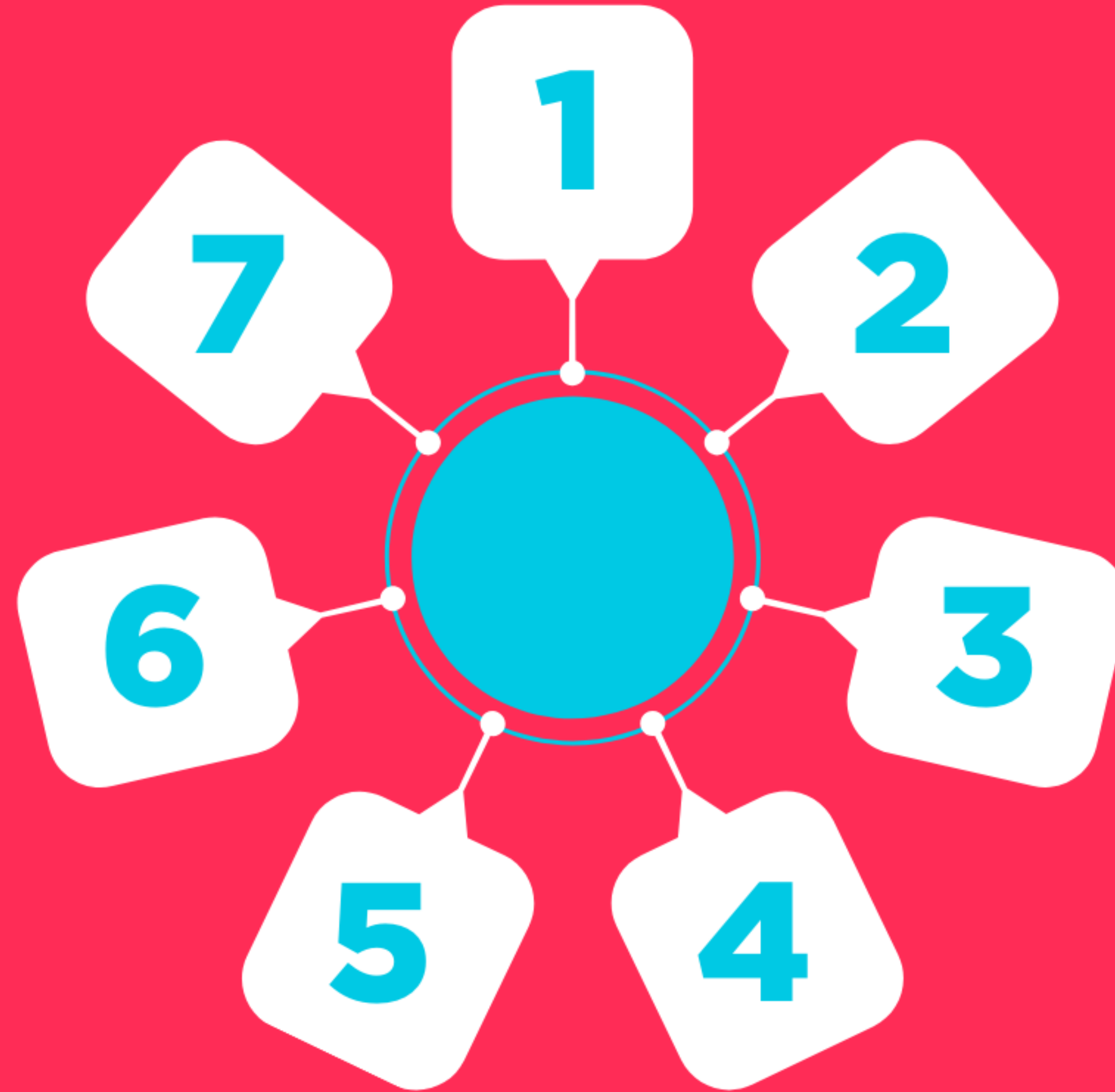
1. Upper Class Polling
2. Established Norms
3. Low Student Turnout
4. Seek Additional Resources
5. Establish Traditions
6. Increase Risk



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# Program Establishment

1. Upper Class Polling
2. Established Norms
3. Low Student Turnout
4. Seek Additional Resources
5. Establish Traditions
6. Increase Risk
7. Switch Activities Advisor



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# Program Establishment

1. Upper Class Polling
2. Established Norms
3. Low Student Turnout
4. Seek Additional Resources
5. Establish Traditions
6. Increase Risk
7. Switch Activities Advisor

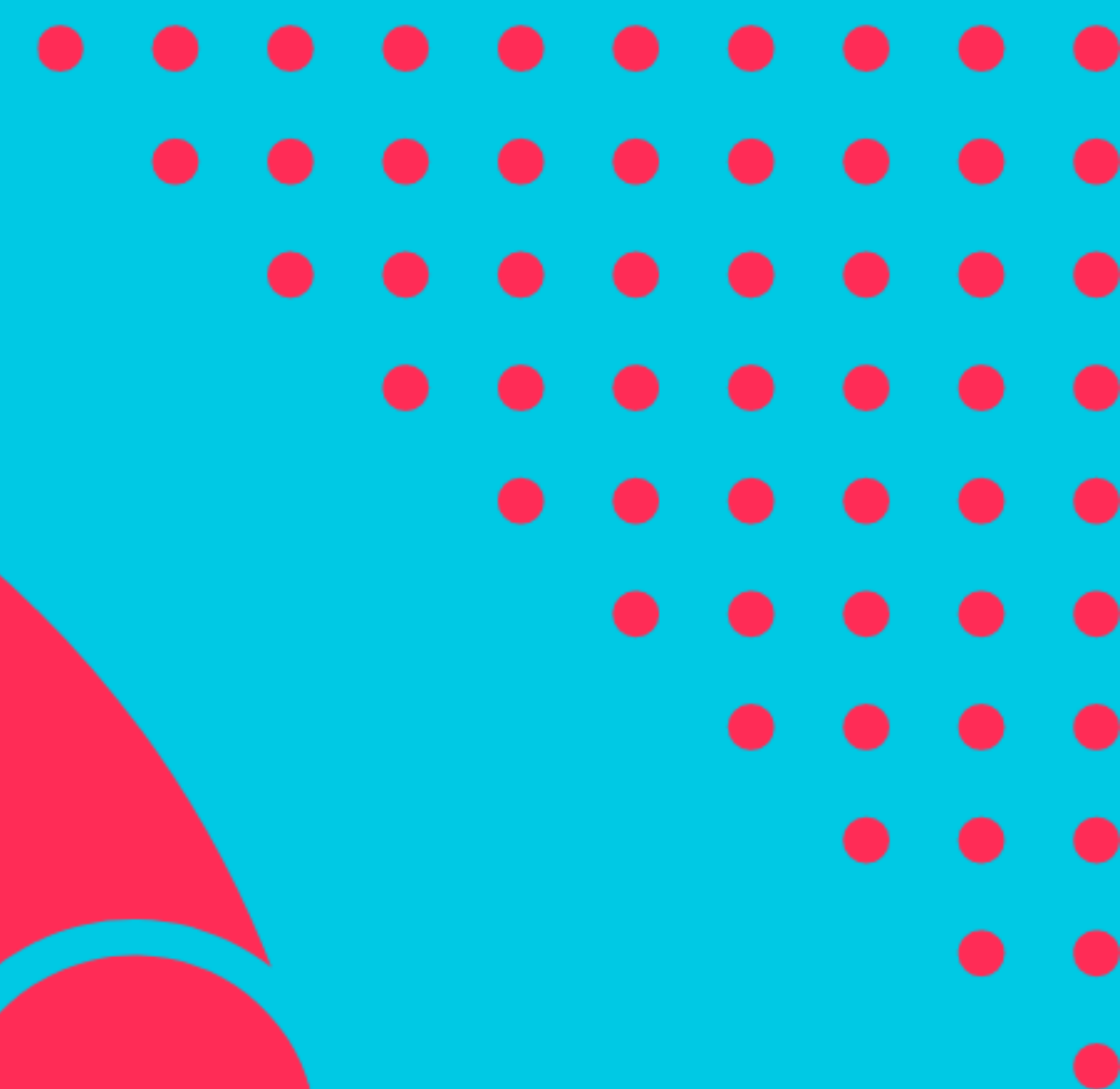


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**Our student  
leaders are stuck  
in a cycle of their  
own.**



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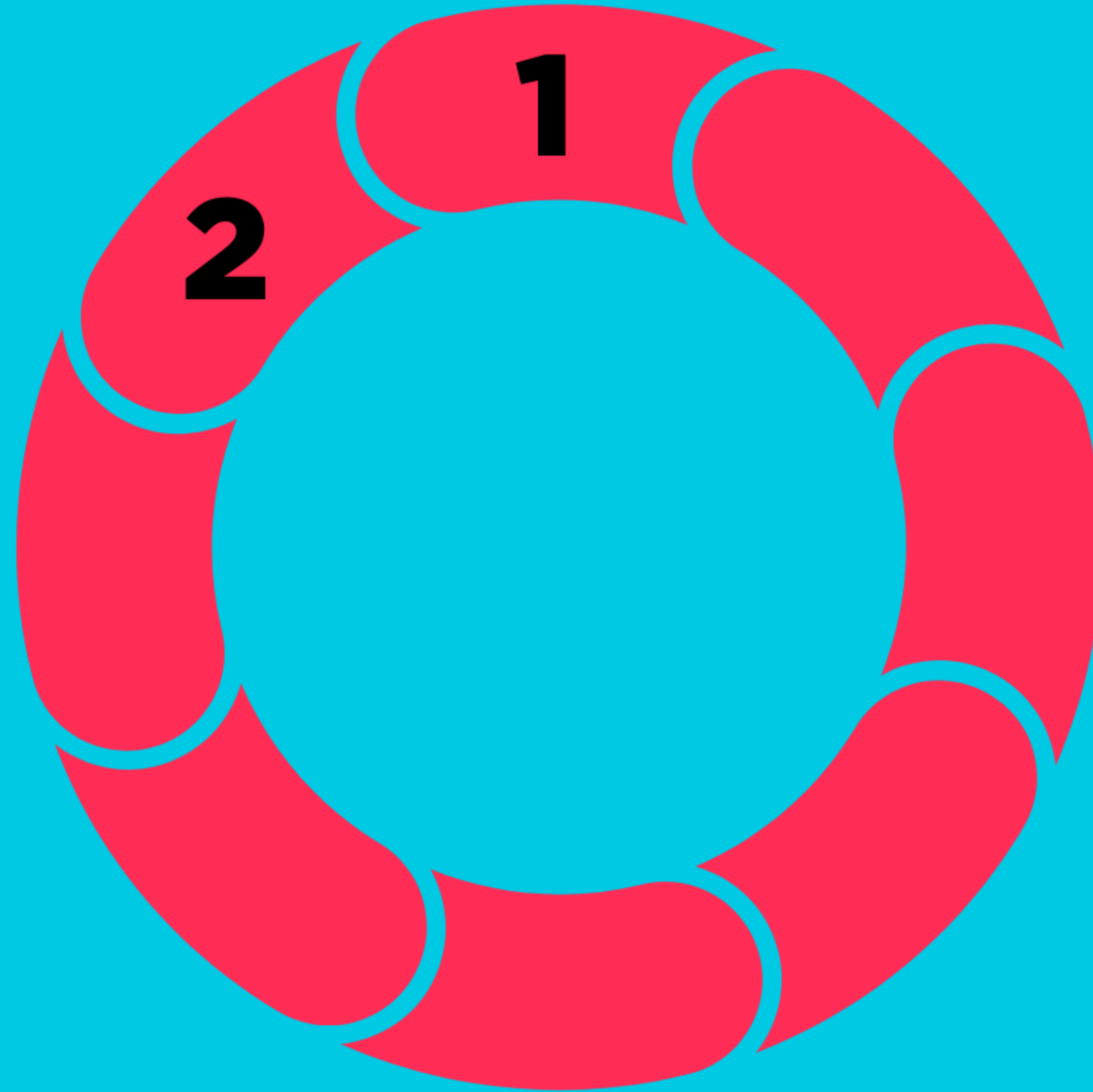


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## 1. The "Ooh, Ahh" Phase



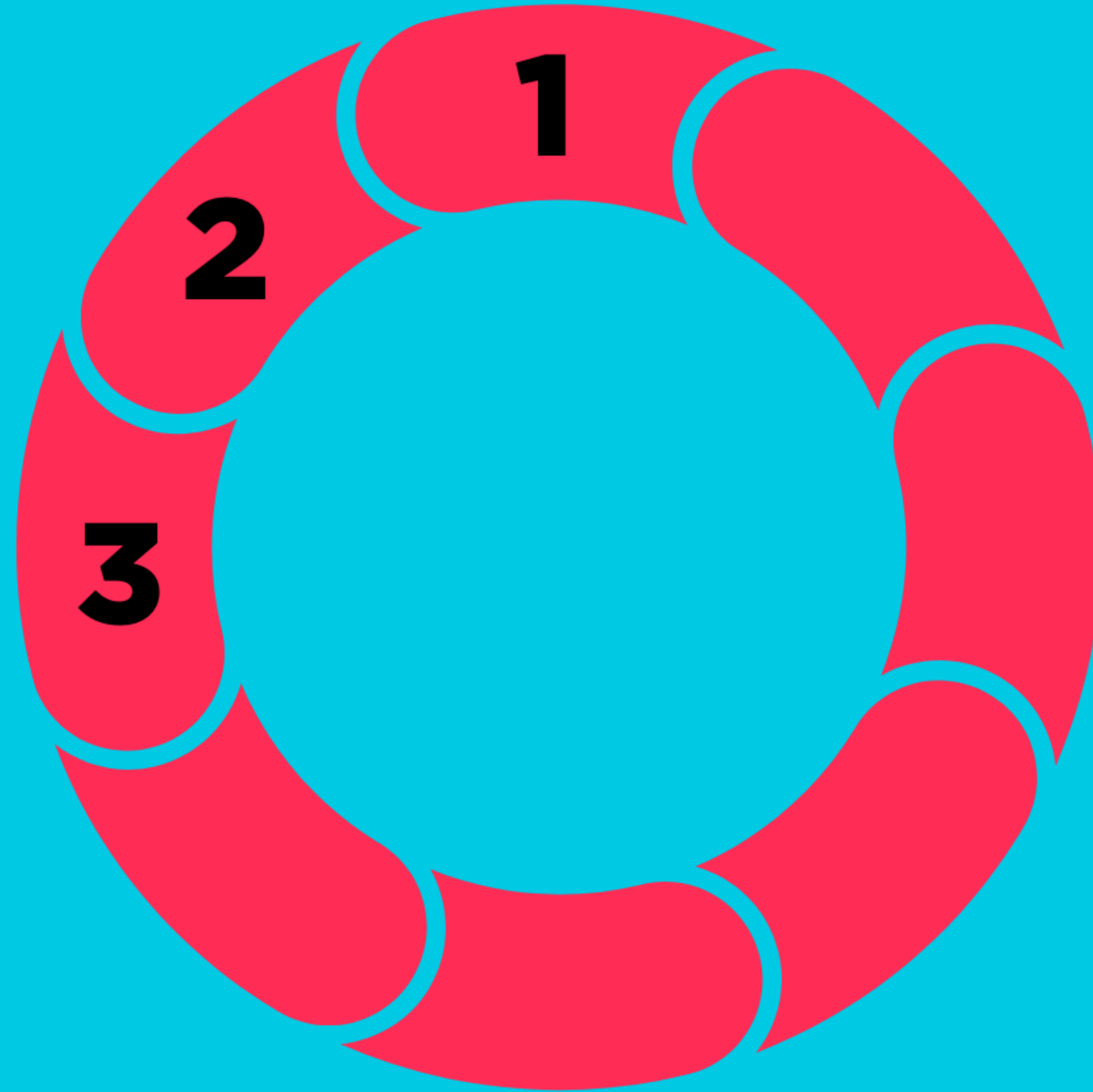
1. The "Ooh, Ahh" Phase
2. The Warning Phase



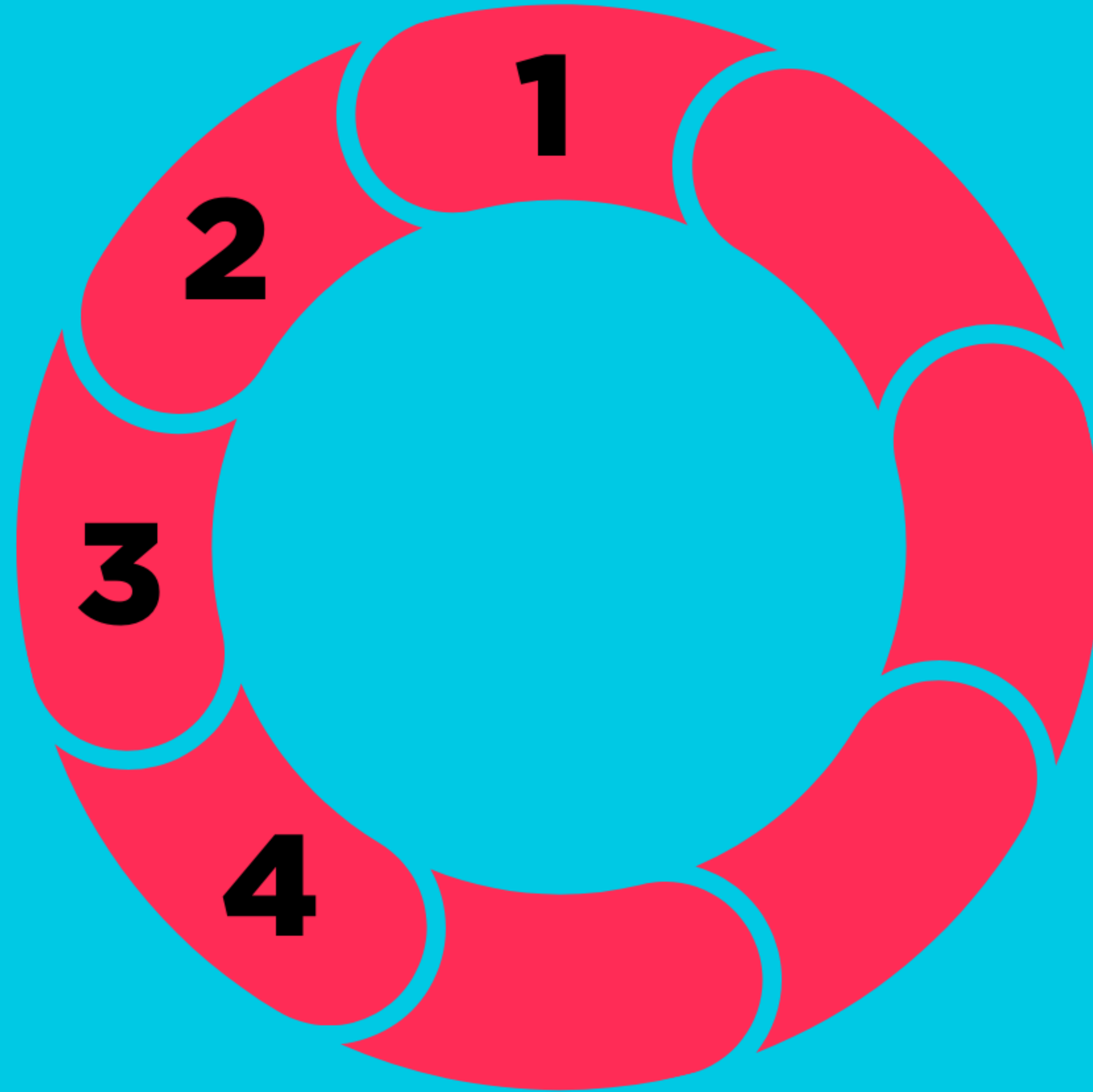
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- 1. The "Ooh, Ahh" Phase**
- 2. The Warning Phase**
- 3. The Reassurance Phase**

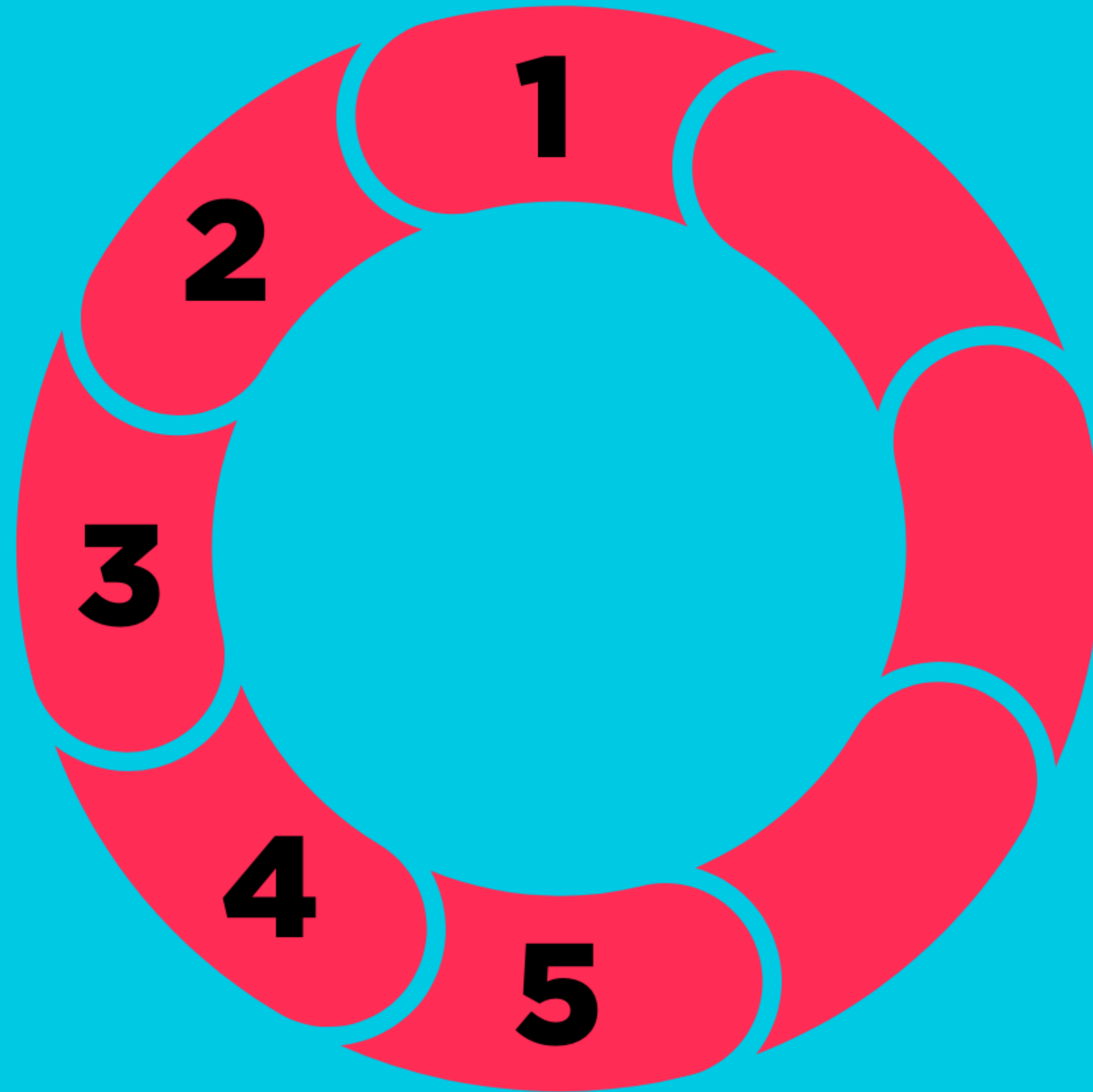


- 1. The "Ooh, Ahh" Phase**
- 2. The Warning Phase**
- 3. The Reassurance Phase**
- 4. The Dead Tree Phase**



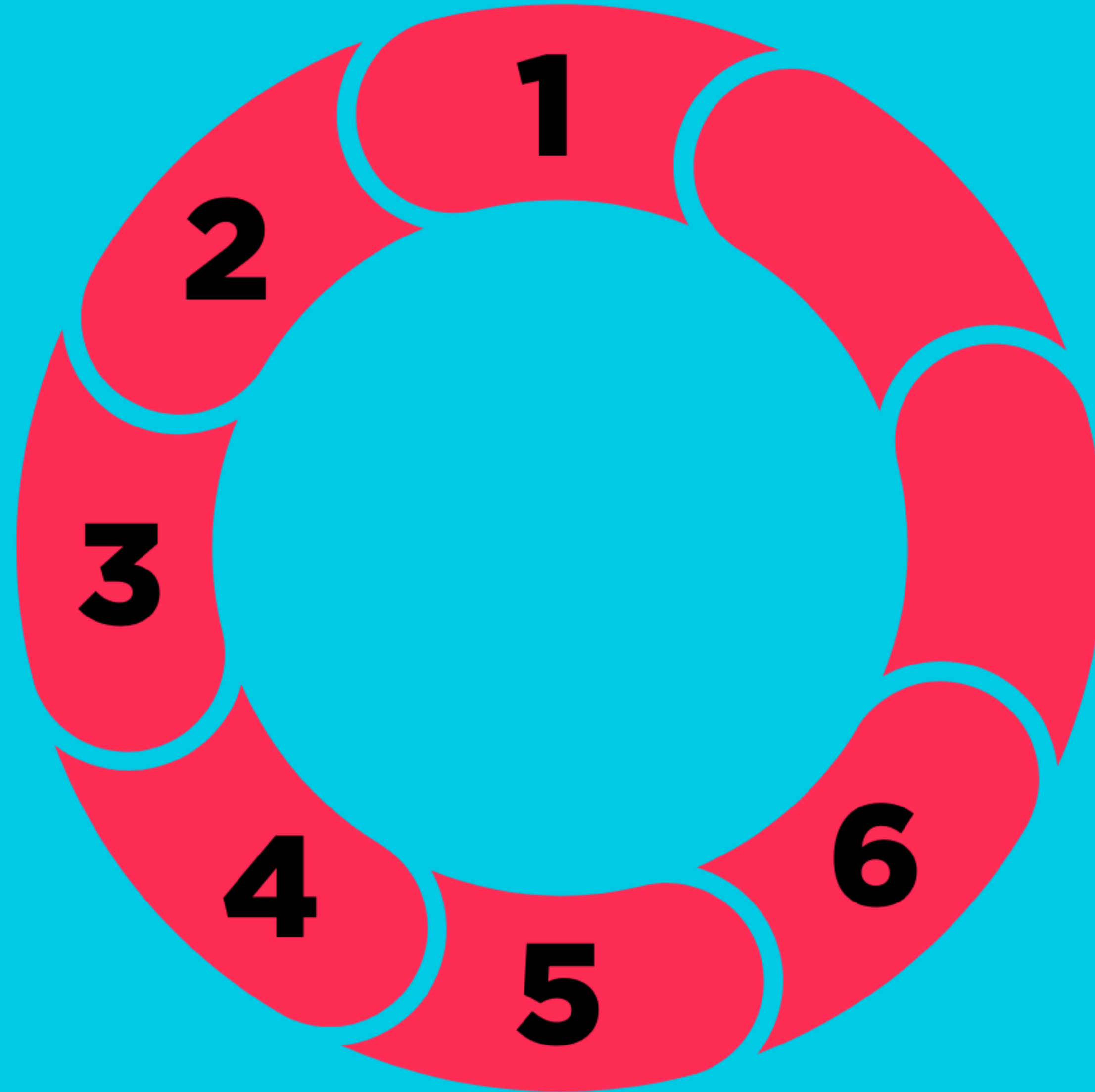
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- 1. The "Ooh, Ahh" Phase**
- 2. The Warning Phase**
- 3. The Reassurance Phase**
- 4. The Dead Tree Phase**
- 5. The Letdown Phase**



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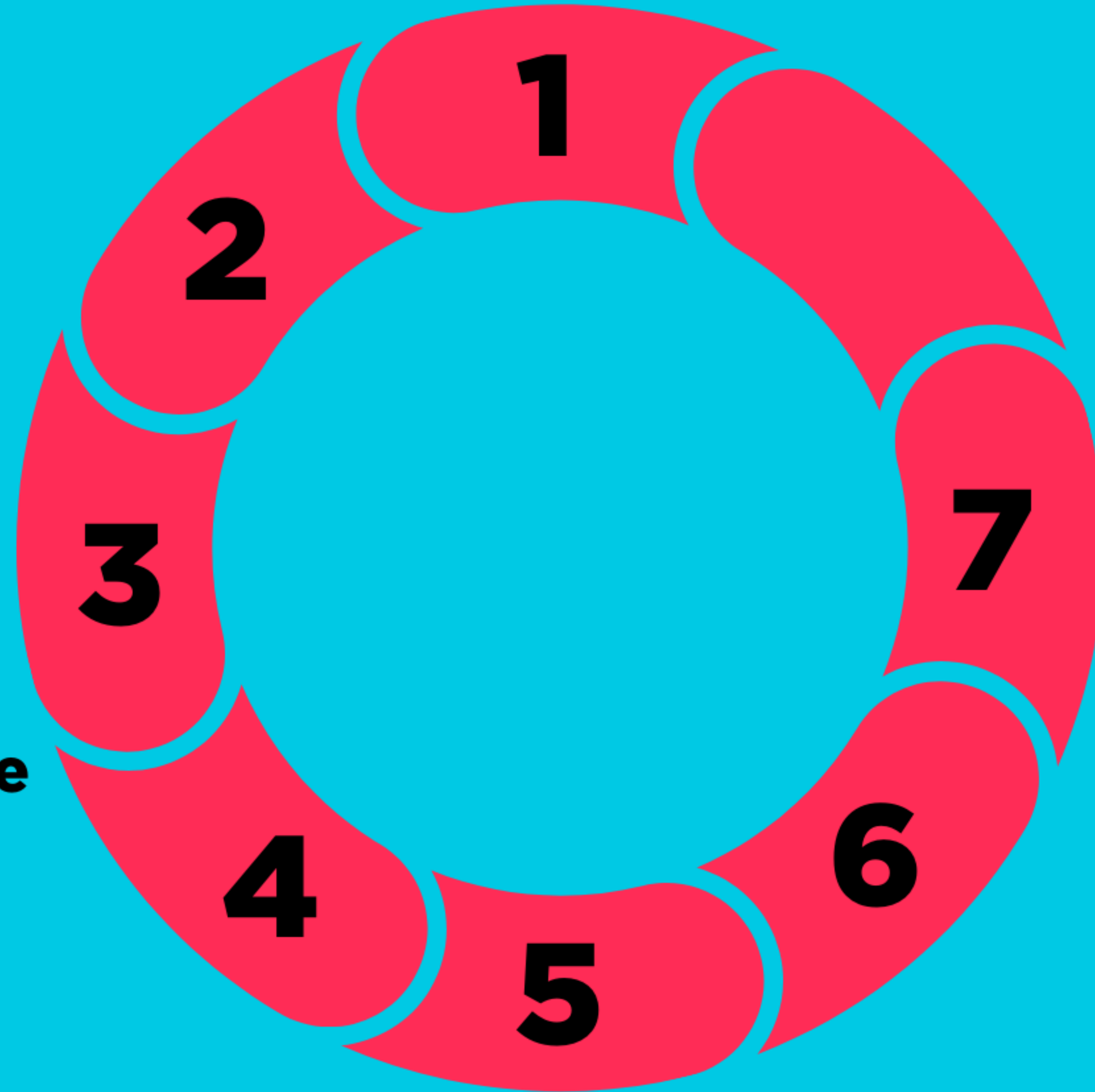
- 1. The "Ooh, Ahh" Phase**
- 2. The Warning Phase**
- 3. The Reassurance Phase**
- 4. The Dead Tree Phase**
- 5. The Letdown Phase**
- 6. The Comparison Phase**



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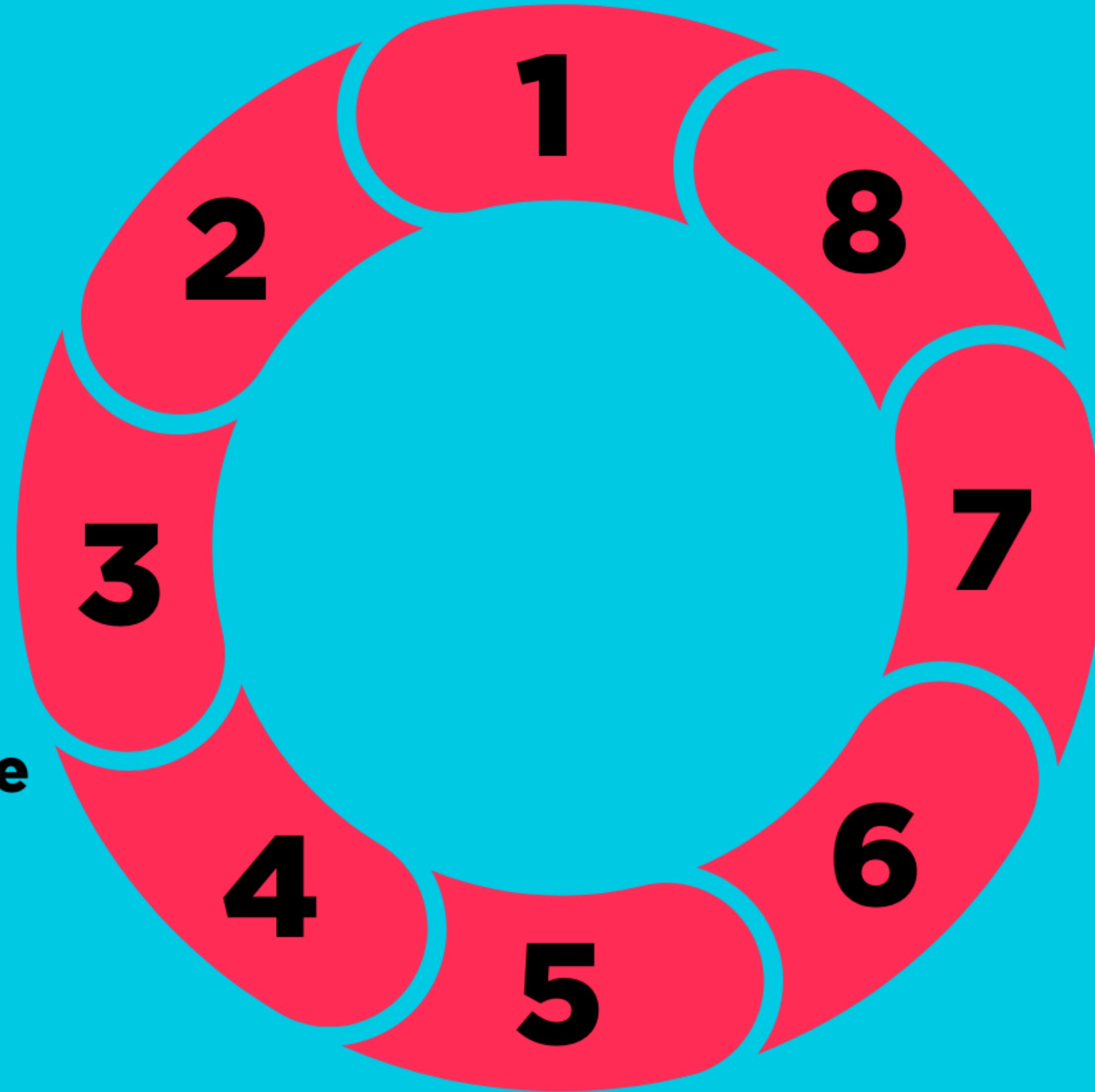
- 1. The "Ooh, Ahh" Phase**
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- 4. The Dead Tree Phase**
- 5. The Letdown Phase**
- 6. The Comparison Phase**
- 7. The Bigger & Better Phase**



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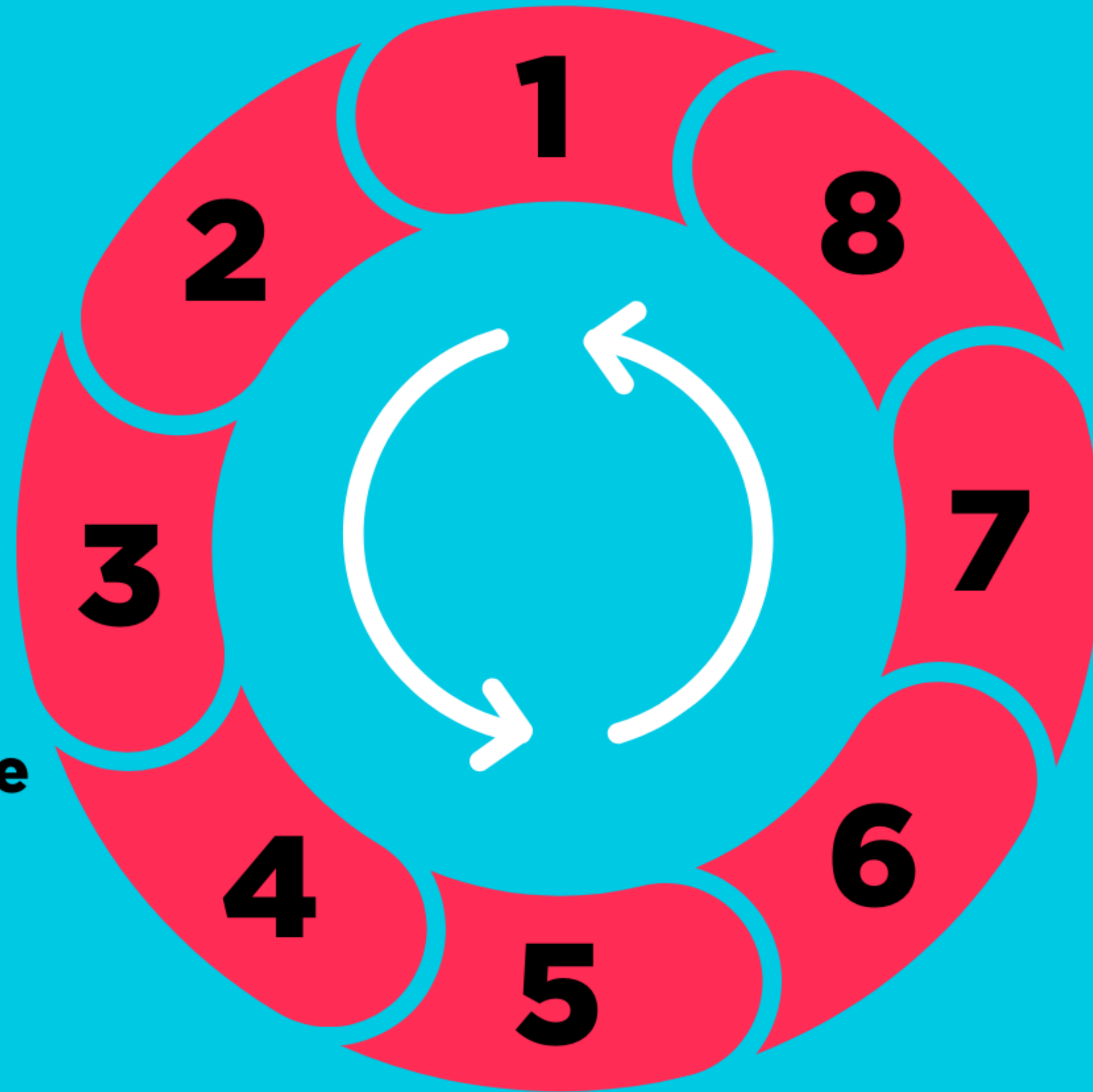


- 1. The "Ooh, Ahh" Phase**
- 2. The Warning Phase**
- 3. The Reassurance Phase**
- 4. The Dead Tree Phase**
- 5. The Letdown Phase**
- 6. The Comparison Phase**
- 7. The Bigger & Better Phase**
- 8. The New Idea Phase**



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- 1. The "Ooh, Ahh" Phase**
- 2. The Warning Phase**
- 3. The Reassurance Phase**
- 4. The Dead Tree Phase**
- 5. The Letdown Phase**
- 6. The Comparison Phase**
- 7. The Bigger & Better Phase**
- 8. The New Idea Phase**

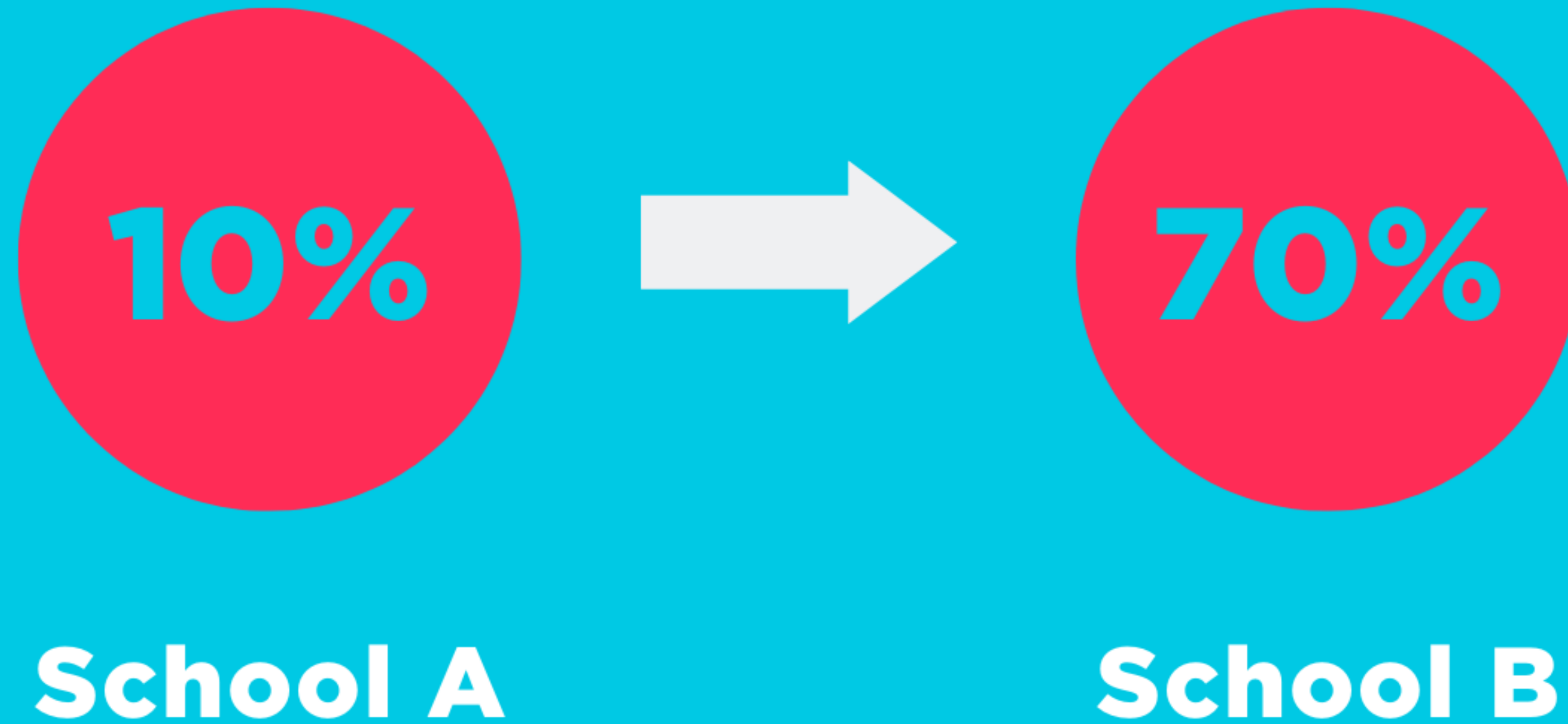


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**The **engagement**  
**gap** is wider than  
it has ever been.**

**ENVOLVE**

# The Engagement Gap



**For year's the thought has  
been to mirror activities.**

**ENJOVE**





**For year's the thought has  
been to mirror activities.**

**What if we mirrored  
**philosophy** instead?**

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## Revolution Key 1

**There are only two ways to gain "instant" school spirit: extreme success & extreme tragedy.**

**ENVOLVE**





ENVOLVE





ENVOLVE





## Revolution Key 2

**There are only two ways to  
gain "instant" school spirit.**

**For the rest of us, constant  
work is needed.**

**ENGAGE**





## Revolution Key 2a

**Every student wants to be a part of your campus culture. It is up to your leaders to create that space.**

**ENVOLVE**

# Board Time!

ENVOLVE

Do your students  
**trust** every activity  
you currently plan?

ENVOLVE

# **The School Spirit**

## **Bank Account**

**ENJOVE**



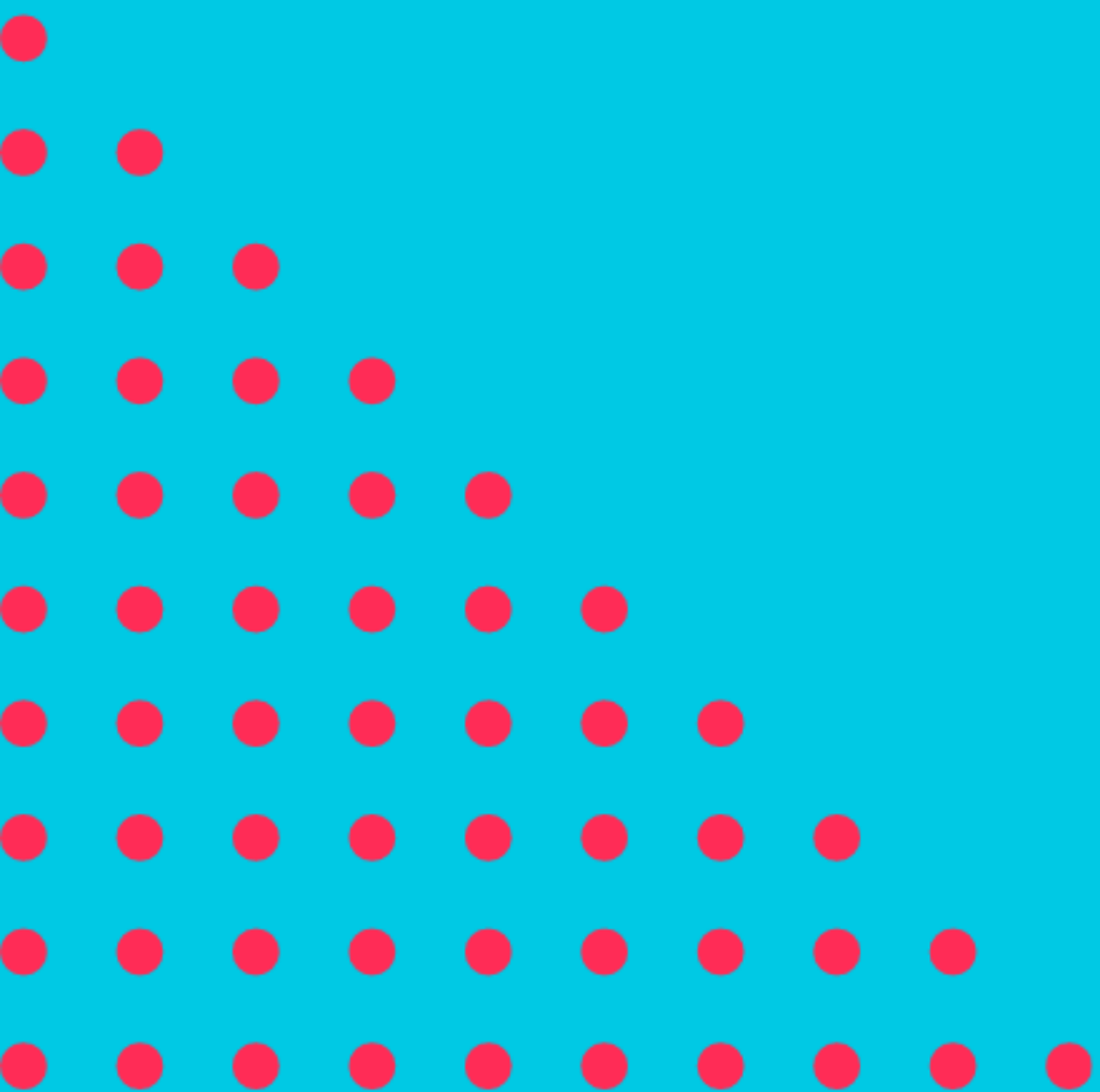
## Revolution Key 3

**The most engaging  
activities programs  
regularly balance their  
ask-to-give ratio.**

**ENVOLVE**



# Ask



ENVOLVE

# Ask

# Give

ENVOLVE



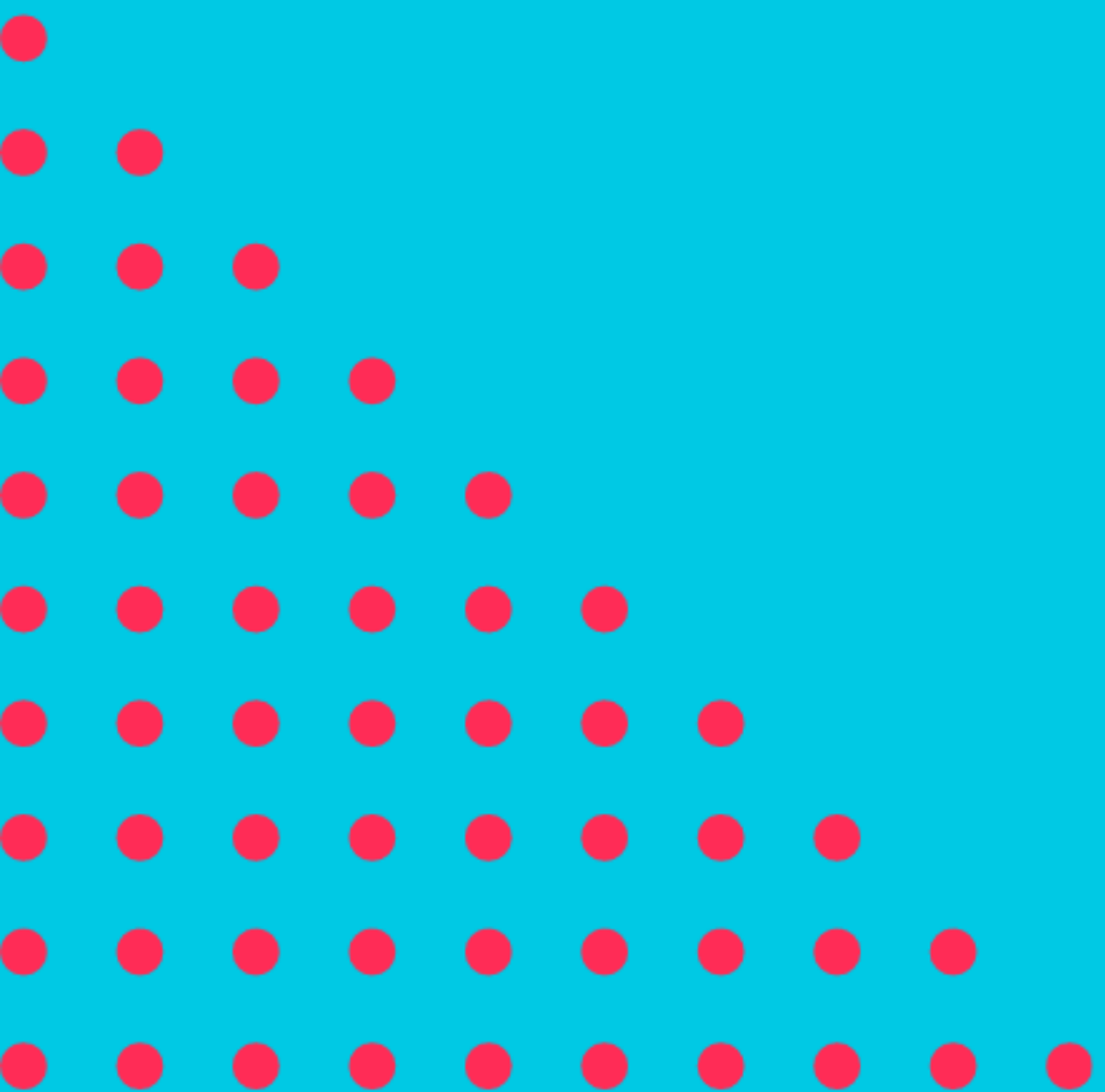
## Revolution Key 4

**The world's greatest activities are anchored in messages that matter.**



# Board Time!

ENVOLVE



ENVOLVE





## Revolution Key 5

**The world's greatest  
programs consistently  
practice the **Rule of 4.****



**It takes 4 encouraging moments  
to gain someone's trust.**

**It takes 1 negative interaction to  
lose it**

**ENVOLVE**



**What is your program's game  
plan for consistently **gaining**  
**trust**?**

**ENJOVE**

# Weekly Activity Challenges!

- Less than one week in length.
- Consistently work on meeting students as they are.
- Actively Gain Trust







## Revolution Key 6

**The key to consistent growth is consistently mapping student experiences.**

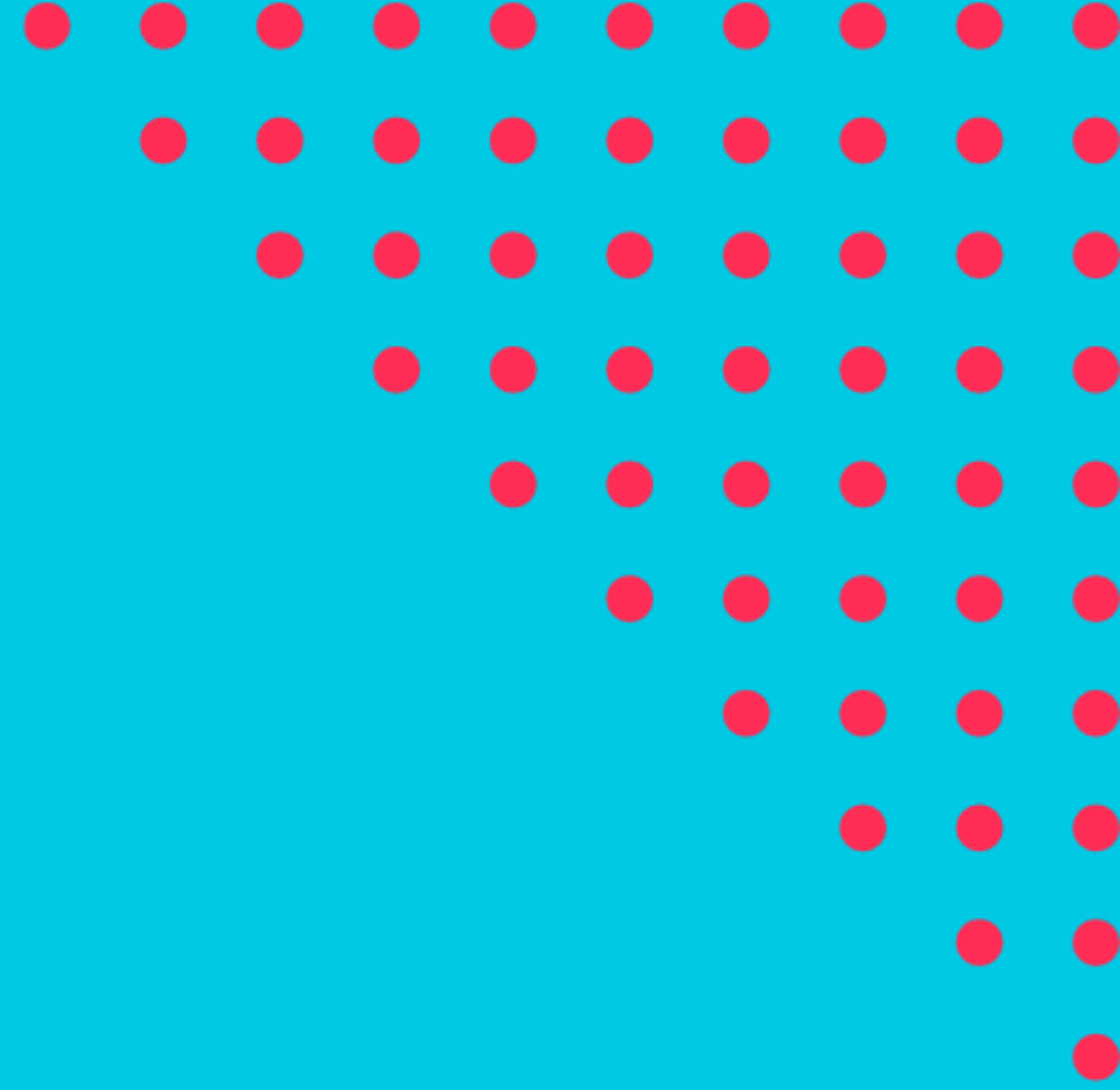




**Morale**

**Month**

**ENVOLVE**



**Activities have the  
ability to make good  
days great and bad  
days better.**

**ENJOVE**

# Connection Weeks

ENJOY



## Revolution Key 7

**The best activities  
programs create events  
that span across an  
entire **spectrum**.**





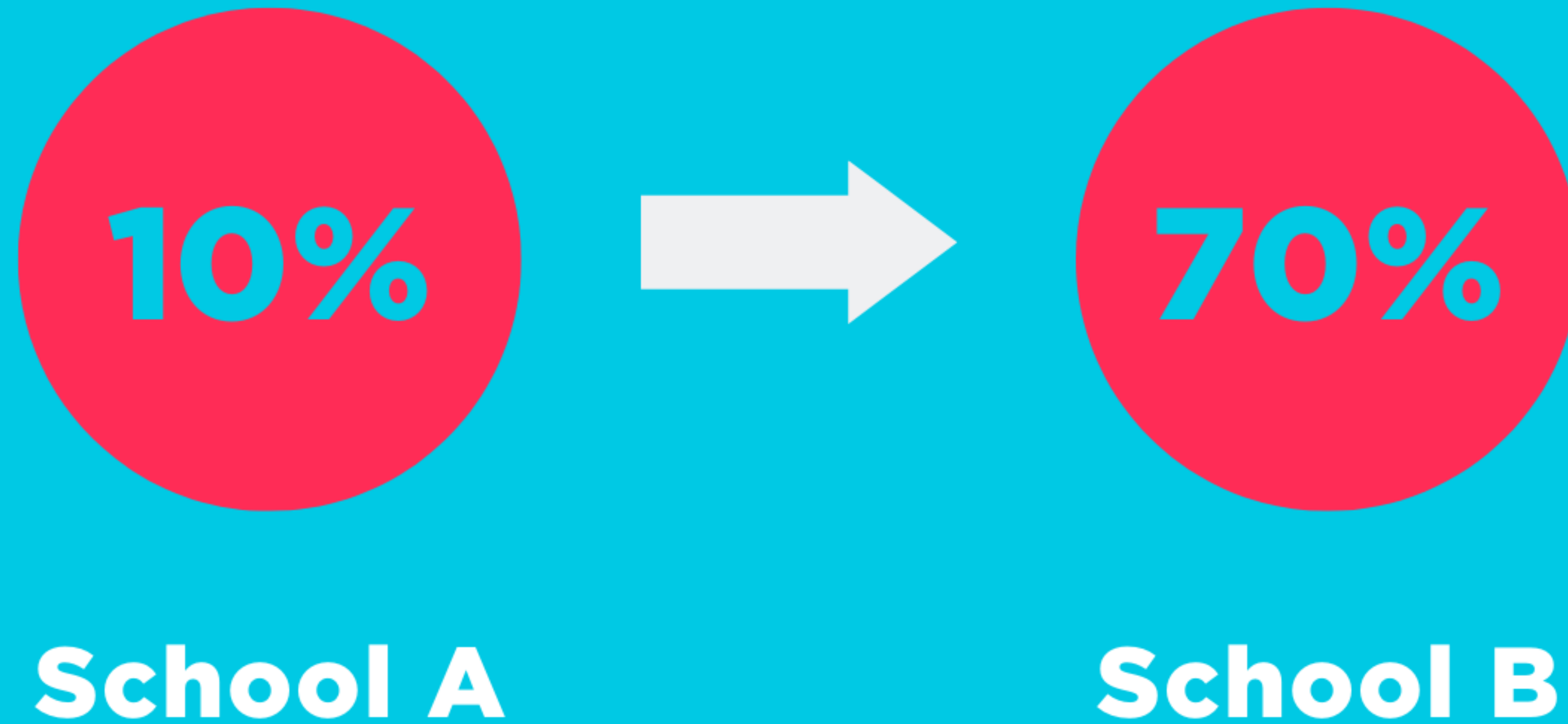


## Revolution Key 8

**Incredible activities  
programs view student  
engagement as an  
intentional, ongoing  
process.**

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# The Engagement Gap



# The Process



**Millikan HS**

**Millikan HS**

**ENJOVE**

# The Process

(1 Year)



Millikan HS

Millikan HS

ENJOVE





# ENVOLVE





# ENVOLVE

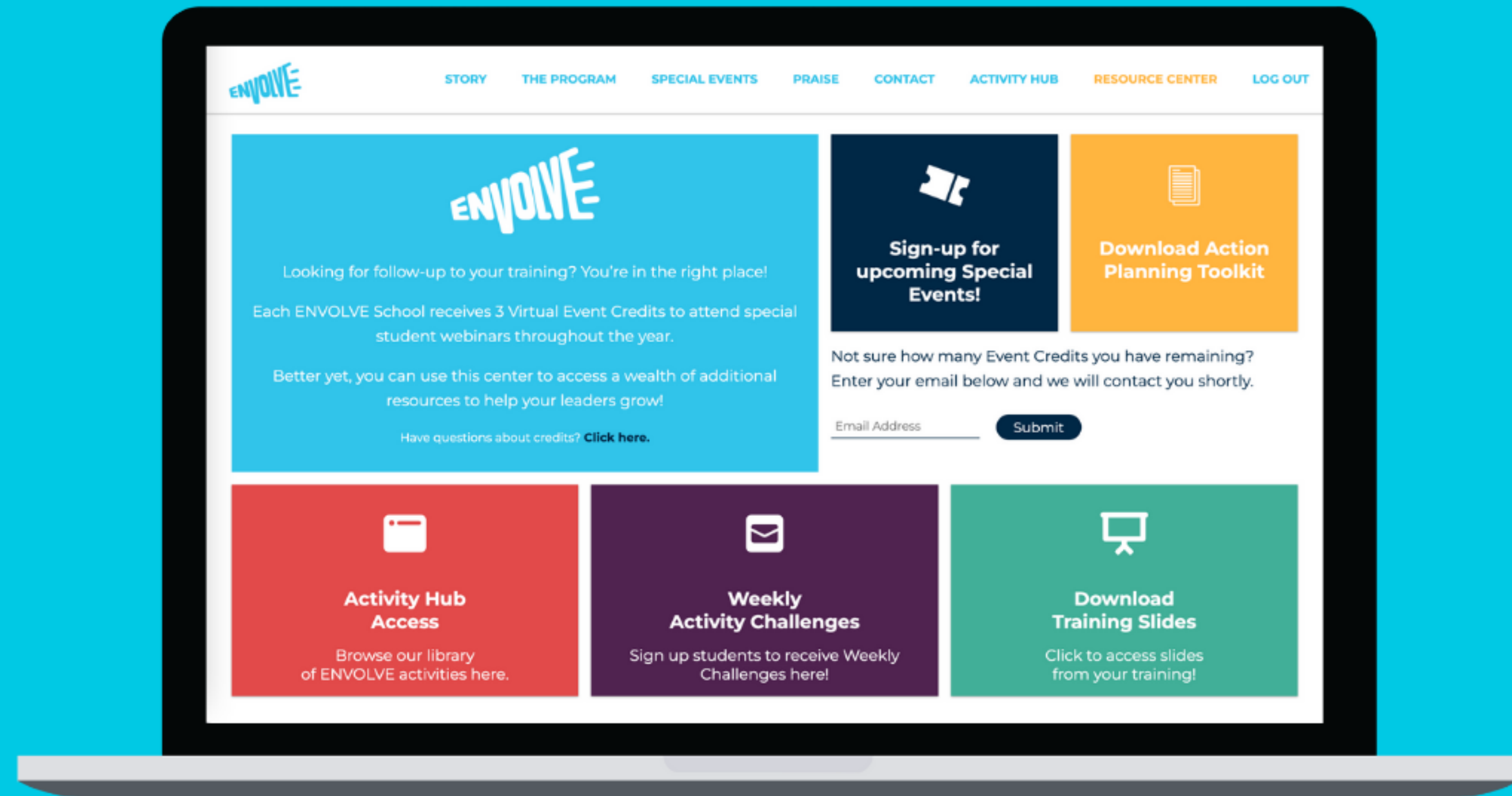
**Engaging In-Person Training**





**Engaging In-Person Training**

**Weekly Activity Challenges**



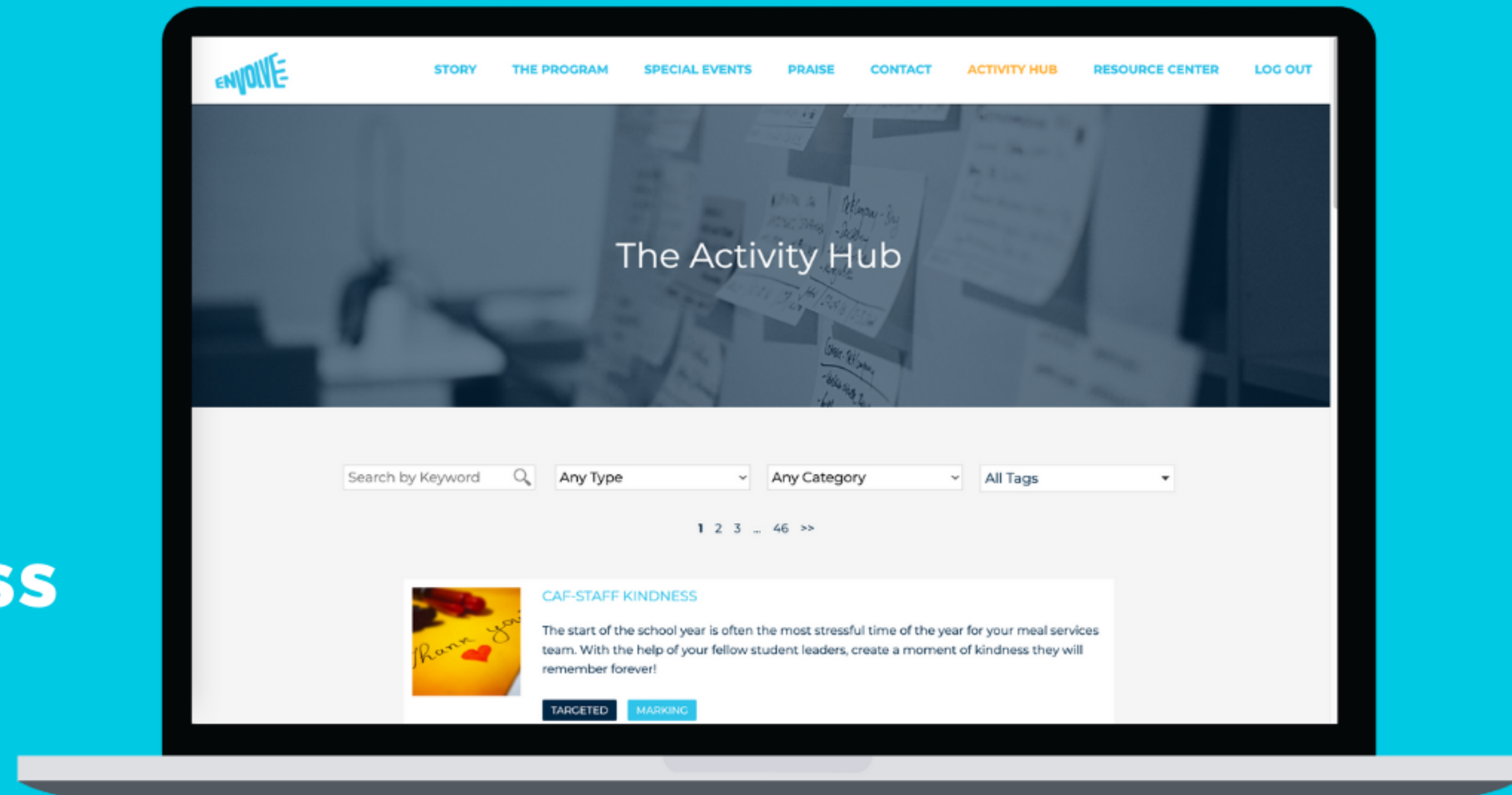




# Engaging In-Person Training

## Weekly Activity Challenges

### ENVOLVE Activity Hub Access



# ENVOLVE

**Engaging In-Person Training**

**Weekly Activity Challenges**

**ENVOLVE Activity Hub Access**

**Ongoing Special Events**



# ACTIVITY *REVOLUTION!*



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