

# NFTY - STR PROGRAMMING NETWORK 2020 - 2021



**BY: MEGHAN MANDILE: NFTY STR PVP 2020-2021**

**NAME** \_\_\_\_\_

**TYG** \_\_\_\_\_



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## WHO AM I?

Name: Meghan Mandile

TYG: BOFTY

Birthday: June 20th 2003

### MY FAVORITE ....

TV show: The Vampire Diaries

Movie: 13 going on 30

Color: Pink

Food: Grandma's Mandarin Chicken

Ice Cream Flavor: Mint Chocolate Chip

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## WHO ARE YOU?



## Inspiration

Why are you involved in your youth group?

What are you most excited for this year?

What are you most nervous for this year?

What is something you want to learn this weekend?

You're probably wondering ...

*"Why is this packet sports themed if Meghan barely knows anything about sports?"*

## Sports and programming have so much in common!!

<b><u>Sports</u></b>	<b><u>Programming</u></b>
A coach has to create and lead plays so the team can be successful in their game.	A programmer's job is to empower others by creating programs, organizing programs, and leading programs so their PP's can learn something new, or have a great time.
In any sport, <b>teamwork</b> is essential to achieve the goals that are set. Working with your teammates cohesively to complete plays and score points to achieve the goal of winning.	Being a programmer, <b>teamwork</b> and working with others, is very important to achieve cohesiveness among board members . You are constantly working with others, whether it's for a program you are writing or leading. Teamwork is essential to achieve the common goal - to complete the program with a positive outcome.
Part of being on a team is being able to <b>communicate</b> well, such as, "Hey pass me the puck". While communicating with teammates you are setting up a plan to effectively complete the common goal, score, gain points, and win the game.	Being a programmer, <b>communication</b> is important while working with others to effectively portray your message, set specific deadlines, to avoid conflict, and to keep everyone on the same page, benefitting the program achieving the common goal.
In sports, when you try your hardest, you have to be able to accept your losses and not let them get to you but instead use those losses as a means of feedback to improve for the next game.	With programming, not every program you create will be a hit but that's okay. Some programs are successful and some may not be. When this happens, you can take the lessons you have learned through your experience or through feedback to improve for next time!

# Know the Lingo

Created by Elana Treiser

Adapted from Sammy Fetgatter

**NFTY:** The Reform Jewish Youth Movement

**STR:** Southern Tropical Region (Our region of NFTY)

**URJ:** Union of Reform Judaism

**TYG:** Temple Youth Group

**JYG:** Junior Youth Group

**PVP:** Programming Vice President (aka Perfect Vice President)

**SAVP:** Social Action Vice President

**CJ:** (Camp Jenny) NFTY-STR and NFTY-SAR mitzvah project that takes place over Memorial Day weekend at URJ Camp Coleman. It's an amazing experience!

**RCVP:** Religious and Cultural Vice President

**CVP:** Communications Vice President

**MVP:** Membership Vice President

**FVP:** Fundraising Vice President (Some TYGs and regions have one; NFTY-STR does not)

**PP:** Program Participant

**GL:** Group Leader

**PL:** Program Leader

**ProFo:** Program Format (WE LOVE PROFO!!!)

**LLTI:** Liz Leadership Training Institute (Where we are right now)

**Asefah:** The general board meeting that occurs at Winter Regional and Spring Kallah discussing legislation and Regional Board Elections (AKA AseFUN)

**Netzer Olami:** Global reform Jewish teen youth movement

**RegBo:** Regional Board

**NAB:** North American Board (basically the regional board on a North American level)

**NFTY Study Theme:** A common topic that all of the NFTY regions focus on and program towards.

It took me 19 years to figure out NEWS stands for "notable events, weather, and sports" 🤔

06/06/2017, 6:59 AM

22.7K RETWEETS 44.8K LIKES



# Personality Used Effectively

Working together with others is a very important role programmers have, and knowing how or why you work the way you do can make working with others simple. Now take the time to fill out this personality test and answer the questions below?

<https://www.16personalities.com/>

1. What personality type are you? \_\_\_\_\_
2. Do you think this matches you? Why or why not?
3. What are the challenges of your personality and what are the strengths?
4. How can you use this new information to benefit you in your upcoming work?

# Relationships

TYG Board - Your board needs to be your best friend and your family as you will have to collaborate on many things. A key thing to remember is in the end these are your friends so you should not be bossy or turn down suggestions in a negative way. Being a programmer, it is your job to create enjoyable programs for the events your TYG hosts, however often that may be. In addition, this includes collaborating with members of the board such as the RCVF to help develop an Israel program, or the MVP to help promote the program. This applies to all other positions held on board too. Just because you are a programmer, doesn't mean you can't help others and others can't help you. Being on a TYG board is a collective team work effort to ensure the success of your TYG. One of the most important aspects of being on a TYG board is communication, to ensure everyone is on the same page.

Advisor/Adults - Your advisor is a great resource and will always be there to help you. However, no matter how close you and your adult are, you must remember they are your adult first and your friend second, so you have to respect them. Overall, you should have fun around your advisor and communicate with them regularly, especially about upcoming programs. NFTY is a teen led organization with adult partnership so always make sure you are communicating the program and the materials needed prior to the event, with enough time for your advisor to look over and give you the ok, or changes they see fit.

Programming Network - These are your people. Look around the zoom call, everyone here is here to help you. I hope throughout this weekend we all leave feeling closer and connected. Everyone in this network will be able to understand struggles and successes you all face, so don't hesitate to reach out and communicate in our chat. Ask questions, share positive programs, or even talk about your day with the members in this network.

Myself - I will always be here as a resource, a guide, and a friend to help you succeed. Don't be afraid to reach out to me whether call, text, Snapchat, or however you feel most comfortable. Every Month I will communicate with you via phone call or video chat to keep me updated on how you are and how your TYG is doing. I also hope to have group video chats to keep us all updated, and bounce ideas off of each other to help everyone in programming!

# Let's Dive in

## Understanding by Design

Created by Michelle Shapiro Abraham

Adapted from Sam Fetgatter



Now, let's begin to dive into what many of you are here for: program writing. I know this may seem overwhelming, I have been there before, but once you get it, it will be smooth sailing. Understanding not only how, but why you create programs is vital for success in creating programs. Do you want to enlighten on a specific topic or entertain with a fun idea you came up with?

**1. Brainstorming:** We've all heard at least once that two heads are better than one. To get the ideas flowing, find a partner or group to collaborate with. This could be me, someone in this network, or a member of your TYG. Use one another's strengths to figure out what you want to explore in your program, which will be the backbone of your program.

**2. Identify Your Broad Ideas and Goals:** Once you know what you want to explore, think of broad topics and a general direction that falls under the 9 umbrella of what you wish to explore. After this is established, begin to formulate your goals you wish to achieve in this program.

**3. Choose a Program Type:** Some types of programs work better for achieving your desired goals than others. The type of program which you chose is very important to the success of your program. Utilizing different programs types makes programs more interesting for the participant and helps you to convey the point of your program. Every program is unique. See Page 17 for ideas.

**4. Know Your Audience:** The audience you are working with determines how you will best be able to best address the goals and ideas previously established. A program for a JYG event may look different than a program for your senior youth group, and a program on a Weekend may look different than a program on a Weeknight.

**5. Planning:** Now, it's time to begin writing your program! Use all of the pre-planning and brainstorming to create a strong backbone for your

program. While doing so, make sure to keep in mind the goals you set and the direction you want to take. After you're done with the backbone, go back through and fill in the details. Every detail is important whether you think it is or not, so make sure to include it in the program.

**6. Review and Edit:** Nobody is perfect on their first try, so we have to go back and revise our work. It is very important to have a trusted adult or peer look over the program for any issue that might arise with the program. An activity may have to be revised with the phrasing of instructions or certain materials switched around. This process may seem tedious, but it is all to make sure your program runs exactly the way you envisioned it.

**7. Execute:** You did it! It's time to execute the program. See Page 18 for more on how to Program Lead and tips for Group Leading!

## What's the Game Plan?

### ProFo (Program Format)

Program Format is the game plan for how you want your program to go. Everything you want to say and do is written down so you don't forget a thing, or so someone else can take over. The goal of writing a solid program is to be able to hand it over to someone and without reading it beforehand, they will be able to lead it seamlessly. This is able to happen because of TGOMPSTDA, the order of the format, which stands for:

- ★ Touchstone Text
- ★ Goals, Objectives
- ★ Materials
- ★ People
- ★ Space Needed
- ★ Time Table
- ★ Detailed Procedure
- ★ Appendices

TGOMPSTDA is kinda confusing to remember so a fun mnemonic I came up with was

Tyler Grey the Owl Munches Pears Speedily Turning Different Angles

Now create your own !!

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Hike! Let's get started  
Sample Program (Title)  
LLTI 2020 (Event where program is taking place)  
Saturday, April 25, 2020 (Date)  
By Meghan Mandile (Author(s))  
NFTY STR PVP Elect 5780 - 5781 (Position if applicable)

#### Touchstone Text:

*"There are no problems, only opportunities for growth."  
– Rebbetzin Dena Weinberg"*

The touchstone text is a piece of Jewish text, such as a quote or line of torah that relates back to the objectives of the program. Since NFTY is a Jewish movement, it is important to include Jewish aspects into programming to strengthen the participants' feelings of the activity.

#### Goals:

- Your goals are what you want to accomplish long term
- They are abstract so you will not know if they have been accomplished, but this is ok!
- Ex "Participants will gain a greater sense of their leadership style"

#### Objectives:

- Your objectives should be straightforward and attainable as they should be measurable at the end of the program
- What you want the participants to accomplish by the end of the program
- Ex " By the end of the program, participants will be able to properly write, and lead a program."

The main difference between the goals and objectives are **long term vs. short term**. A goal you create for a program may not be achieved by a participant for 2 years, but the objectives should be achieved by the wrap up of a program. Goals can not be reached unless the objectives are completed.

#### Materials:

- 20 pieces of printer paper
- 10 blue ballpoint pens
- 25 assorted colors of colored pencils
- 8 copies of Appendix A

**BE SPECIFIC!!** With materials you must list everything you need to ensure the success of the program. (Even if it is something you know/think is already at the location the program is taking place.) Make sure you include handouts, specific colors, writing utensils, etc.

#### People:

- 1 PL
- 5 GL
- 50 PP's (10 per group)

Any people necessary to your program. Don't forget, program leaders, group leaders, program participants, and adult leaders.

#### Space Needed:

- Social Hall
- 5 breakout rooms
- Rain/Backup Locations

Space needed is all the locations where the program will take place. Make sure to include backup locations if planning outdoor events because you never know when it will rain. Also it is important to check your locations about a week in advance to make sure those locations are still available.

#### Time Table:

00:00-00:10 Introduction  
00:10-00:15 Break into Groups  
00:15-00:35 Activity A  
00:35-00:50 Group Discussion  
00:50-00:55 Transition to Wrap Up

00:55-01:00 Wrap Up

The time table is a time table of the program to keep the time in check.  
Remember to include time for transitions!!

**Detailed Procedure:**

**00:00-00:10 Introduction**

PP's will sit in the social hall, facing the PL. Once the PP's are quieted, the PL will start the program by saying "Welcome to the program. Please look at the back of your nametag to find your location and when I say go please walk to the location."

**00:10-00:15 Break into groups**

GL will go to their locations and then PP's will find their location based off of the back of their nametag.

**00:15-00:35 Activity A**

GL's will split their group into pairs of 2. Each pair will be given appendix A where they will have to write their own program, working with their assigned partner.

**00:35-00:50 Group Discussion**

GL will lead a conversation based on the program.  
(Insert Questions here)

**00:50-00:55 Transition to Wrap Up**

PP's will walk back to the social hall where the program started and sit quietly.

**00:55-01:00 Wrap Up**

PL will say " Thank you everyone for participating in today's program. I hope you all learned how to effectively put a program together."

The detailed procedure needs to be as specific as possible, explaining everything step by step. The goal is to leave no room for questions from the group leaders.

**Appendices:**

Appendices are additional material not included in the detailed procedure. Examples can include GL lists, documents, handouts and media. Things like speeches/scripts and discussion questions are commonly put in the appendices, but should instead be listed in the detailed procedure. All appendices must be separated with a page break.

\* If you are planning on using audio/video , make sure you have it downloaded on a flash drive or a disc, so you can play it somewhere just in case the wifi or something else does not work.

## **Team Player**

### **Group Leading a program**

Group leaders are a very important role to ensure the success of a program. When choosing GL's , you want to make sure they are responsible and can handle the program being given to them. However, it will be your responsibility to make sure the GL knows what they have to do. In order to do this, make sure your program is finished prior to the event, and contact the GL's in advance, going through the program with them and answer any questions they may have. As a GL, you want to make sure you understand the program being given to you, and are prepared to lead it. Don't be afraid to ask questions!! Page 9-11 in how NFTY STR programs

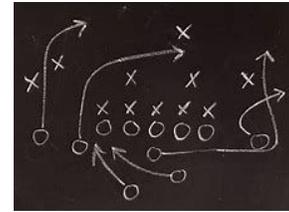
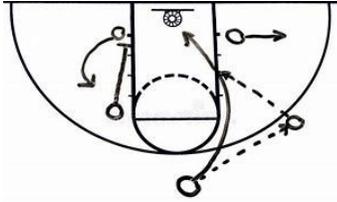
## **Pick your Play**

### **Matt Kessler's Lovely List of Program Ideas**

Below is a list of program ideas compiled by the 2013-2014 NFTY STR PVP, Matt Kessler to provide some guidance if you are feeling stuck or can't think of a program idea. Don't feel limited by these suggestions, they are just here as a resource for you. Feel free to include multiple of these in a program if it helps you to

better achieve your program goals.

Adapted from Elana Treiser



- ★ **Speaker-** Invite a speaker to come and give a presentation to your TYG. Make sure you communicate with the speaker beforehand to let them know their time frame, and ensure that the speaker's plan is appropriate to the situation.
- ★ **Discussion-** Have PPs discuss pre-written questions. GLs should help guide the discussion and are not limited to the questions provided. When writing a discussion program component, keep your time frame and audience in mind. Some PPs may find discussions boring if they are too long.
- ★ **Trial-** Run a program like a courtroom, formal debate, etc.
- ★ **Panel Discussion-** Create a panel of experts with invited guests or knowledgeable PLs for PPs to ask questions about a subject.  
(Remember to follow the same guidelines as a speaker when working with invited guests)
- ★ **Four Corners-** Designate 4 corners of a room to opinions on a certain issue. PPs pick a stance on the issue and then discuss their choice.
- ★ **5 Senses-** PPs are put in a situation/activity that stimulates or inhibits one (or more) of their senses.
- ★ **Competition-** PPs complete a task in a competitive matter. Use competition as a means of motivation.
- ★ **Games-** Play games and apply them to a programmatic situation with a goal for each game played.

- ★ **Skits**- Divide PPs into groups and provide them with situations to act out. Skits are a great way to encourage PPs to think about a topic in a more personal way.
- ★ **Carousel**- Create multiple rotations for PPs to participate in. Rotations allow for more topics to be covered in a single program as well as provide a way to explore different aspects of a topic.
- ★ **Simulation**- Put PPs through a simulation of a certain situation. Situations can differ in complexity and seriousness, and allow for PP's to be put directly in a situation being discussed.
- ★ **Fishbowl**- PPs are divided into an inner and outer circle. The inner group discusses a topic while the outer group observes and listens. Switch groups during the program to allow all PPs to both speak and observe and to obtain different perspectives on the topic.
- ★ **Choose Your Own Adventure**- PPs are presented with multiple options on how to proceed through the program. Different choices will guide PPs into different outcomes. This style can sometimes be difficult to create because you need to make sure there is an outcome for each decision made.



## **Curve Ball**

### **Tips and Tricks**

- ★ **Audience** - Before brainstorming for a program, take a minute to think about the audience and what would work best for each age group...
  - **Middle Schoolers** - If your congregation has a 678 youth group, it is crucial you think about the audience and the age level. Think about what you and your friends enjoyed doing when you were in middle school to begin. Middle schoolers can handle

discussions as they enjoy challenges to make them feel older and not like children. However, they may not always enjoy discussions, so try to incorporate games and activities that require movement or competition.

- **High Schoolers** - Programming for high schoolers seems easy as that is us, but high schoolers interests vary in many complex ways. It is difficult to accomodate for every person's interests in one program so make sure the programs you choose to do vary in topics and activity level. Some things to try could be pop up events, surprise events, and Feel free to incorporate discussions into your programs but always present them in a neutral way to ensure you do not offend anyone.
- A good way to program effectively by age is by using surveys to gain feedback (page 19-20)
- ★ **Know the Program**- Always review your program ahead of time and make sure to share the program with other members who are helping to lead the program so they have time to review it as well, or ask any questions.
- ★ **Be Specific** - Make sure you write very detailed so that anyone could pick up your program and lead it easily
- ★ **Be Prepared** - Make sure everything is in order before the program begins, it is helpful to arrive early to set up, and to make sure all the materials are present. Another tip is to be prepared for an scenario ex. If it is an outdoor program, make sure there is a rain plan.
- ★ **Stay Calm** - If you look like you are panicking, everyone will think something is wrong, and that the program is not going how it is supposed to. Take a deep breath, and let it play out; *walk*, never run. For example, if you realized you needed a scissor to cut a piece of string, walk to get it.

- ★ **Time Management** - Being able to manage your time is essential to staying organized, stress free and great programs. Try making a list of when you have free time to focus on work and make an effort to get things done in advance.
- ★ **Be Flexible** - Flexibility is key!!! If you arrive at the program and find out one of the materials you needed to complete a program is not available anymore, take a deep breath, and think “ Okay, what can we use instead?” This type of mentality will ease your stress and lead you to be a better program leader. Also if a program runs short, being flexible will help you as you can come up with an easy activity to fill the time, something as simple as duck duck goose, or adding a discussion.
- ★ **Switch Things Up** - Sometimes it is good not to be predictable as it will keep your participants on their feet, making them want to come to more events. Incorporate different program styles and different activities regularly, such as pop up activities. You can reference Matt Kessler’s Lovely List of Program Ideas to guide you.
- ★ **Ask For Help** - If you are stuck, and don’t know what to do, no worries, you have your adult staff, the programming network, and me all to help you. Asking for help is not a sign of weakness but instead a sign of a great leader.
- ★ **Communicate** - Communication is key!! Always communicate with your board, especially your President, so you are updated on everything and they are updated on everything. Also always communicate with your advisor so you are aware of due dates, and recommendations from them. Communication is super important to having a cohesive board.

- ★ **Have Fun** - Lastly, like Madison Rosenfield taught me this is a youth group, so use this time to have fun with your friends and let your creative energy flow !!!

## Feedback

**Created by Elana Treiser**  
**Adapted from Sam Fetgatter**



There is ALWAYS going to be room for improvement in your programming and leadership skills. It is very important to let others critique our work without getting offended. It may take a little while to get used to constructive criticism but once you do, you will be able to build stronger relationships, improve your work, and overall grow as a person. You didn't do something wrong, but there may have been a better way to handle a situation or execute an activity. Feedback does not always focus on negative aspects of a program, it also focuses on what went well, and what people enjoyed. Here are the different ways we can receive feedback on our work:

- ★ **Informal:** This type of debriefing allows for a comfortable discussion between participants, group leaders, and advisors alike. It's an open forum to express opinions on a program.
- ★ **Formal:** An anonymous survey is the best way to get genuine, reliable results. A participant or adult will feel comfortable sharing their opinion without fear of being judged or making the creator of the program feel bad. You can format the survey however you want, as long as the questions are genuine and are aimed at receiving meaningful feedback. This could be rating things on a numbered scale, open ended questions, or even yes-or-no questions.
- ★ **Suggestion Box:** Much like the shout out box, a suggestion box is an informal, open-ended place where participants and adults can leave anonymous comments about the program. This could also be a place where suggestions for the future can be made, such as for future activities or materials.
- ★ **Online:** Create online polls and surveys through online services such as SurveyMonkey, Instagram, and Facebook to receive feedback from participants and adults alike.

# NFTY's 13 Principles

Throughout this weekend we have learned how to program, and we have brainstormed some programming ideas. Remember NFTY is a Jewish movement and we run on NFTY's 13 Principles; if you ever run out of an idea or you want to turn a fun program idea into a meaningful program, you can always incorporate NFTY's 13 Principles!!

**TORAH - תורה** A commitment to God and Torah as a means of inter- and intra-personal fulfillment

**THE JEWISH PEOPLE - AM YISRAEL - ישראל עם** The unity of the Jewish People

**THE STATE OF ISRAEL - MEDINAT YISRAEL - ישראל מדינת** The centrality of the State of Israel to the strength and survival of the Jewish People

**HEBREW - IVRIT - עברית** The importance of the Hebrew language as a vital component to the strength of the Jewish People

**HISTORY - MIDOR L'DOR - לדור מדור** The recognition that in order to fully appreciate our present and ensure our future we must strive to understand our past

**TO LEARN AND TO DO - NILMAD V'NA'ASEH - ונעשה נלמד** The necessity of lifelong Jewish learning and teaching as a foundation for our observance through a life of continual discovery of Jewish tradition, law and ethics

**PLURALISM - KOL YEHUDIM - יהודים כל** The acceptance and encouragement of alternate modes of Jewish experience

**SELF - TIKKUN MIDDOT - מידות תיקון** The understanding that we are to be a light unto the nations by fostering an environment where every individual can meet and exceed their potential as Jews and citizens of the world

**JUSTICE - TZEDEK - צדק** The obligation to work for justice for all

**COMMUNITY - KEHILAH - קהילה** The need for community to provide an outlet for the individual needs of all Jews

**REPAIRING THE WORLD - TIKKUN OLAM - עולם תיקון** The obligation to repair the world

**PARTNERSHIP - SHUTAFUT - שותפות** The need and desire to work together to foster each individual's connection and commitment to ensuring the vibrancy of our movement

**FUN AND SPIRIT - KEF V'RUACH - רוח כיף** The importance of fun and spirit as foundations of our movement; do hereby ordain and establish the Constitution of the North American Federation of Temple Youth.

## Wrap-up



What are some things you have learned this weekend?

How can you incorporate what you have learned into your TYG?

How do you plan to effectively work together with others?



## Helpful Resources

### NFTY-STR Contact Information:

Julie Marsh: [nftystr@urj.org](mailto:nftystr@urj.org)

President: [str-president@nfty.org](mailto:str-president@nfty.org)

Programming Vice President: [str-pvp@nfty.org](mailto:str-pvp@nfty.org)

Social Action Vice President: [str-savp@nfty.org](mailto:str-savp@nfty.org)

Religious and Cultural Vice President: [str-rcvp@nfty.org](mailto:str-rcvp@nfty.org)

Communications Vice President: [str-cvp@nfty.org](mailto:str-cvp@nfty.org)

Membership Vice President: [str-mvp@nfty.org](mailto:str-mvp@nfty.org)

### NFTY-STR Social Media:

Instagram: @nfty\_str

Twitter: @nfty\_str

Facebook: NFTY STR

### NFTY Resources:

NFTY Program Bank: <http://www.nfty.org/resources/programbank> NFTY

### Programming Information:

<https://nfty.org/resources/youth-group-administration/programming/>

### Additional Resources:

<https://nfty.org/resources/>

### Touchstone Text Resources:

[Chabad.org](http://Chabad.org)

[Jewish-Wisdom.com](http://Jewish-Wisdom.com)

[Quotationspage.com/quotes/the\\_talmud](http://Quotationspage.com/quotes/the_talmud)

