

Lead the Way

developing leadership skills

for secondary school



Values for Life Incursions

Values for Life is an educational program that provides student incursion workshops 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 to engage and educate
- * Catering for single, half-day or full-day sessions
- * 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 a number of topics
- * Costs are calculated on the number of sessions and location. Call or email us for a quick quote.



Values for Life

E: v4lss@concernaustralia.org.au

W: www.valuesforlife.net

Learning Focus

The **Lead the Way** workshop is designed to show that each student influences others by a) making wise choices, b) developing their own unique leadership skills and c) how their actions impact their community. We highlight how skills such as taking initiative, communication, problem-solving, being trustworthy and having goals can make a great leader. 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

This module identifies that an individual can play a significant part in influencing their school and the world. 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:

- ▶ Good leadership better enables us to communicate, work well together and have a great community that excels
- ▶ A good leader is a responsible person - they consider others and the consequences of their actions
- ▶ Everybody can be a great leader and different people lead in different ways
- ▶ We can all learn and improve our skills in becoming a leader
- ▶ A great leader takes initiative
- ▶ We need to consider the influence we make and how it impacts others
- ▶ We all need good role models, and consequently we need to be a good role model to others
- ▶ Our values determine the decisions we make

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	X		
		* Health knowledge & promotion		X	X
	Interpersonal Development	* Building social relationships		X	X
		* Working in teams		X	X
Personal Learning	* The individual learner		X	X	
	* Managing Personal learning		X	X	
Civics & Citizenship	* Civics knowledge and understanding		X	X	
	* Community engagement		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		X	X
		* Presenting		X	X
Thinking Processes	Thinking Processes	* Reasoning, processing & inquiry		X	X
		* Creativity, reflection & metacognition		X	X