

Examples for Using Wheel Decide

1. Modify the wheel and turn it into scavenger hunt for things leading up to the lesson. Set a timer of 3-5 seconds for each item they need to find.

- Start with "Every Great Relationship Begins with You"
- Have these items below placed on wheel decide
- Spin through wheel decide 4 or 5 times
 - Shirt
 - Pants
 - Socks
 - Duffle/backpack/travel case
 - Brush
 - Umbrella
 - Piece of candy
 - Random items that appear useless.

2. Have an incentive prize for the winner.

3. Lead with the following question: "What does all this stuff have to do with what we are talking about today?"

4. Out of the things that you found, would you feel comfortable with what you have or do you feel like you would want more?

5. Use this same activity with emotions during the "Baggage Activity."

- Use this same activity for emotions during the "Baggage Activity."
- Modify the wheel so that each option is a pre-made expectation card.
- Role play during the communication modules, expectations modules, refusal skills modules, etc. Modify the wheel in each to have multiple options that will randomize the situation (i.e. where are you, what items do you have, what mood are you in) to help create the role play scenario live.

- STD fast facts randomizer (Spin the wheel with facts on it, and a group will make a poster out of the fact the spinner lands on).

- Communication Danger Jenga
- Create a live lesson with colored Jenga blocks.
- Set each danger sign color to appear on the wheel.
- The facilitator will remove the color block from the jenga tower that the wheel lands on.