Student Leaders Making A Difference!

EMPOWERMENT TEAM

LEADERS ARE . . .

L  LISTENERS
E  EDUCATORS
A  ABLE & ACTIVE
D  DEDICATED
E  ENCOURAGING
R  RESPONSIBLE
S  SERVING

EMPOWERMENT TEAMS

DREAM
DESIGN
IMPACT
AMBASSADORS

Kiwanis Children's Museum
Our Place Community Center
EMPOWERMENT TEAM ACTION

EXAMPLES OF EMPOWERMENT TEAM GOALS

AMBASSADOR TEAM
Funds will be made available for the Ambassadors to enhance community outreach programs. Sample Ambassador Goals:

• Make Signs communicating valuable messages
• Enhance community center events; decorations, radio PSAs, photos, videos . . .

DESIGN TEAM
Funds will be made available for the Design Team to renovate and enhance the community center through creative planning.

Sample Design Goals:

• Purchase an additional piece of IT equipment
• Pay for a specific training session
• Create a work of art to complement the community center rooms
• Purchase a craft table for the Empowerment Room

DREAM TEAM
Funds will be made available for the Dream Team to support the exhibit building for the Imagination Factory Children’s Museum.

Sample Dream Goals:

• Provide additional programs
• Improve and expand exhibit ideas
• Purchase a piece of furniture for the Gathering Room

IMPACT TEAM
Funds will be made available for the Impact Team to support schools in preventing bullying and drug abuse. Sample Impact Goals:

• Purchase resource materials to leave behind with teachers
• Host an event to promote the importance of prevention
• Purchase stress balls and other incentives to encourage class focus, attention and listening
EMPOWERMENT TEAM ROOM

Empowerment Room Automation Equipment List

1. Projector
2. Touchscreen Laptop
3. Flat Screen Television / Monitor
4. Projector Screen
5. Smart Board - Interactive Whiteboard
6. Video and Photograph Backdrops

EMPOWERMENT ROOM OWNERSHIP
The primary mission of the Empowerment will be student leader ownership. The Empowerment Room will be designed by Empowerment Leaders For Empowerment Leaders!

EMPOWERMENT TEAM EXPECTATIONS
The Empowerment Team will provide service to schools and the local communities. Empowerment leaders are expected to be positive role models who have high expectations on making a difference in their community. Empowerment Teams will realize they can do anything and all ideas will be valued.

Empowerment leaders will look forward to recruiting their peers to become Empowerment Team Leaders and attend community center events. Empowerment Team Leaders will be key contributors to the START UP of the new IMAGINATION FACTORY KIWANIS CHILDREN’S MUSEUM. After the doors are open, it will be the Empowerment Team Leaders who will supervise, manage, oversee and provide improvement ideas to enhance the children’s museum.

Interested in making a difference, VISIT: ourplacecc.org
EMPOWERMENT TEAM MODEL

EMPOWERMENT TEAM
The Empowerment Room will be the creative space and command center of the Empowerment Team. The Empowerment Team will consist of 4 specialized groups (Teams) and will focus on drug prevention, bully prevention, training, design, development, and marketing.

Jeff Gurchinoff serves as the program administrator for the Empowerment Room, and will be working directly with the Dream and Design Teams. Barb Reisner serves as the program administrator for the Ambassador Team and Impact Team focusing on bringing services into the schools and community.

The input from the teams will positively affect every program offered at the Our Place Community Center. Through Empowerment Team input, program adjustments and implementation planning will be ensured with utmost efficiency, offering the community what it needs, rather than what we assume the community wants.

Once completed, the Empowerment room will have brand new equipment for the teams to use - computer, projector, smart board, projection screen, video backdrops, etc. will be made available.

The Empowerment Team will consist of 4 specialized TEAMS: Ambassador Team, Design Team, Dream Team and Impact Team. Teams will be staffed with as many student leaders / volunteers as required. Ideally, team leadership will consist of 4 appointed student facilitators. To empower each team and promote attitude and behavior change in the community, each team will be given their own operational funds.

AMBASSADOR TEAM - MARKETING
The primary responsibility of the Ambassador Team will be to energize the community and the local schools through marketing campaigns and events specifically designed to promote the efforts of the community center and children’s museum. Team members will spread the word and continue to grow by soliciting young ambassadors to assist in promotion efforts through community outreach. Additionally, there will be opportunities for the team to contribute to other community areas.

DESIGN TEAM - CREATE THE SPACE
The primary mission of the Design Team will be to incorporate Information Technology to enhance learning experiences. The Design Team will transform the Empowerment Room into a fun and exiting place creativity can happen. The Empowerment Room will be used to show creative works, design future exhibits and to enhance all other aspects of the community center.

DREAM TEAM - VETTING PROJECTS AND ACTIVITIES
The primary mission of the Dream Team will be to review the exhibits, projects and all community center programs. The Dream Team will transform the Gathering Room of the Community Center into a relaxing space where people can connect and feel a sense of belonging. Dream - Develop, Review, Expand, Apply and Market) Team will work closely with exhibit creation, and other projects to provide feedback and suggestions that will make everything offered the best service and creation.

IMPACT TEAM - DRUG PREVENTION AND BULLY PREVENTION PRESENTERS
The Impact Team will be trained and prepared to present Drug Prevention and Bully Prevention classroom lessons to students in grades 1-3. Lessons will be interactive, student-led and sometimes will feature special guest speakers. This impactful curriculum will be the first line of defense in the prevention of negative influences in the lives of children and youth. Impact Team presenters will also serve as community ambassadors delivering powerful messages to intergenerational audiences.