

Host/Media Game



PENINSULA COVENANT CHURCH



DESCRIPTION:

The role of hosting and leading the media game is a consistent part of our Big Group Program. It requires someone with a loud voice, a big personality, and willingness to have fun in front of a group of students. We want students to come in and feel completely engaged and excited for the games and announcements. Listed below are the goals and responsibilities of this role.

TO KEEP ACCOUNTABILITY AND THE STANDARD OF BIG GROUP GAMES CONSISTENT, HERE ARE THE EXPECTATIONS OF THE ROLE

GOALS:

- **High Energy/Engagement:** When leading the announcements and game it is easy to just go through the bullet points, but we want to keep students more engaged than that. Creating an atmosphere of high energy, excitement, and expectation for upcoming events and games is critical to a student's experience. Here are some evaluation questions: Was there engagement from the majority of the room? Why or why not? Was the room rowdy or calm during the game/announcements? What can be done differently next time?
- **New Students Celebration:** As we hope to grow in our ministry and invite new students, we must welcome them well. Before announcements there will be an element where new students are given a gift (a card, toy, something) for showing up*. In these moments we want students to feel welcomed and there is an excitement from the crowd that someone new came. Here are some questions: Were there any new students to celebrate today? Did they feel safe coming up to the front? Were the students in your program welcoming and open to a new student? How did you feel we honored the new students?
- **Desirable:** The events and games that we do at Program have the potential to not only bring in new students but also to build healthy relationships with students and leaders. To get students to these events they must look desirable and part of that comes from the way we announce it to students. We want these events to be desirable to all students. Here are some questions: Did you hear any excitement about the upcoming events? Was your excitement for the event evident to the students? Was there an easy way for students to get connected to the events? Does this event reach the majority of our students?

RESPONSIBILITIES

HERE ARE THE WEEKLY RESPONSIBILITIES OF THIS ROLE

- At some point throughout the week you are expected to check Planning Center for the announcement list and media game plan. Come prepared on a Sunday night program already knowing how the game is played and how you want to hype up the events.
- Planning Center will also start adding the supplies needed for room set up (mics, amps, ect). The media team will fully set those up, but you must check your room before program begins and make sure it all ready to go.
- At some point in the night you must count how many students were present at program in your environment and how many leaders were there. This will help us check the data we are collecting from check in stations.
- Lastly, after program and dismissing the students we are asking you to check in with a staff member with any major concerns, observations, or aspects of the night we should be aware of.