

Start Times (30 min increments)	Monday	Notes	Start Times (30 min increments)	Tuesday	Notes	Start Times (30 min increments)	Wednesday	Notes	Start Times (30 min increments)	Thursday	Notes	Start Times (30 min increments)	Friday	Notes	
1	Introductions and Icebreakers	Ice breaker activity "Name Toss Game" For students to get to know each other	1	Complete Character Creation	Students finish character building and start writing their character backstory.	1	Character RP time	Activity to get into character and be them for some scenarios involving role-playing. Helps develop character	1	Character Time	Chance for players to get into character and student GMs finalize preparations	1	Final Session	Finish the Campaign.	
1:30	World Creation/GMing 101	World creation, story creation, and plot hooks. Do you want to be a player or a Game Master? (GM)	1:30	GM 101	Session prep - How to prep for a gaming session. Improv activity: "Yes...and" or "Yes... but" techniques	1:30	RPG 101	How can players help advance the plot and build a shared narrative? Activity to teach players the joint responsibility of	1:30	Session 2	Continue the Campaign	1:30			
2			2	Character Time	Roleplaying Guide: Activity for students to think about who their	2	Writing Activity	How does your character feel about the upcoming adventure? What	2			2			
2:30	Writing activity	World creation and what makes a good story	2:30	Session 0	Play Time: Each character's arrival to the starting area and meeting the party, and introducing the characters to each other.	2:30	Session 1	Campaign start. Once the characters have all been introduced, they will begin their journey.	2:30			3			3
3	Character Time	Starts discussion on the roles of a RPG character. Prompts for what characters would the students like to play. Start	3			3			3						
3:30	RPG 101 and Table Etiquette	Students will learn how to write notes for keeping up with the adventure and their writing. Expectations will be set for the players and the GMs- what does everyone want out of the game?	3:30			3:30			3:30			3:30			Writing Activity
4			4			4			4			4	GM 101/ RPG 101 (split the party)	Preparing for the wrap-up/ending (GMs) & discuss character development (players). How has the character changed since original concept	4
4:30	Character creation	Start creating characters based on the answers in the previous character activity.	4:30	Writing activity	What drove your character to the meeting place? What are your character's goals for the adventure?	4:30	Writing Activity	How did today's session go? What could have gone better? How are you feeling overall about the session? Adventure recap.	4:30	Social	Handing out of Game Changer t-shirts (Encouraged to wear on Friday for camp photos) and Gamer Survival Kits. Teamwork activity: Story ropes	4:30	Writing Activity	How did your character progress? What are some things you could have/should have done differently? Did you like your character as much in the end as you did in the beginning? Where would your character go from here or what would they	