

# First Impressions

## Use with Camp Millionaire and The Money Game

### **PLAYBOOK PAGE NUMBERS USED:**

None

### **MATERIALS/COSTUMES/PROPS NEEDED:**

First Impressions cards, printed on card stock and laminated for longer use.

Making tape

Upbeat music

### **MAIN OBJECTIVES:**

- To make participants aware that first impressions aren't always accurate
- To show them that it's their choice whether or not to act on their first impressions
- To teach them that judging is normal but acting on the judgments we make is a choice, and often a harmful one to both the judgee and the judgor.
- To teach them to recognize when they're making a judgment and teach them how to say to themselves, "but that's a judgment and it means nothing and let it go."

### **KEY TERMS, CALLBACKS:**

Judgment, first impression

### **PRINCIPLES, SAYINGS, DECLARATIONS:**

That's a judgment and it means nothing.

People aren't judged by their abilities, but by the sum of their choices.

### **SUGGESTED ENROLLING QUESTIONS:**

How many of you have ever heard the saying, "You never get a second chance to make a first impression? Great.

How many of you have ever made a judgment about someone or something and later found out you were wrong? How did you feel about judging that person?

How many of you have ever felt like someone was judging you based on something that might not be true? How did feel about being judged inappropriately?

### **SET UP/PREPARATION:**

Have everyone stand in the circle. Put the First Impressions cards face down in the middle of the circle. Pass around a couple of rolls of masking tape and have each participant take a 2" piece.

### **DIALOGUE:**

*OK, so here's what you're going to do. When you hear the music, you're going to grab one of the*

*card but don't show it to anyone. You can look at it though. Take the piece of tape and tape it to someones' back with the words facing out.*

*Now, walk around the room like you were milling around at a party. Take a look at what the card on each person's back says and then treat that person according to what the card on say about them.*

*Does everyone understand? Great. (NOTE: it's always great to demonstrate what you're asking the participants to do.)*

*After a few minutes, stop the activity and have everyone get back into the circle. Ask them how they felt about how they were being treated using the question below. Once you've gotten some feedback, go around the circle to and see if they can guess what the sign on their back said.*

*Did you like how people were treating you? Did you start reacting to how people were treating you? Where in your real lives have you been treated according to what other people thought you were like?*

*Are people's first impressions usually accurate? No, almost never!*

*Does it feel good when people judge you only by your appearance, the amount of money they think you have or don't have or what they've heard about you?*

*Let's talk about judgments around money...name some judgments we make that have to do with how much money someone has or doesn't have. How about the type of car a person has or the type of house they choose to live in? What about how much piddlyjunk they have in their homes.*

*None of those judgments really have anything to do with the type of person that person really is.*

*Everyone makes instant judgments about other people...it's human nature and that it's okay. Way back when we were cavemen, we had to decide right away if something was dangerous or safe. Our lives depended on it. Now, the situation is a little different, but we still have the ability to judge people and things.*

*It's up to each individual to decide whether or not to act on those judgments or put them aside. You never know when you might be missing out on an opportunity if you are quick to judge other people or situations wrongly. A great little trick when you catch yourself making a judgment is simply to say to yourself, "That's a judgment and it means nothing."*

*Note: This activity will be handy to refer back to when you do the Rich People, Poor People Activity Lesson later.*

*Lastly, collect the cards from the participants and throw the tape away.*

## **FLIPCHART:**

None