Lesson Plan 1: Introduction **20 minutes total**



**Lesson Description**



The focus of the introduction is to create a safe learning environment and outline training goals and expectations. During the introduction participants meet each other and learn about the agenda for the day.



**Learning Outcomes**



At the end of this session participants will be able to:

1. Discuss how the group is expected to work together during the workshop.
2. Discuss the objectives for the workshop.

**Materials**



* Flip chart paper
* Tape
* Markers
* Name Tags
* Pens (1 per person)
* Notebooks or paper (1 per person)

**Preparation**



* Write the agenda for the day on a piece of flip chart paper
* Put a notebook, name tag and pen at each seat (1 per person)

**Introduction 10 minutes**



1. Introduce trainers, workshop hosts and other guests as appropriate.
2. Review agenda for the day.
3. Explain the building/workshop layout, bathroom location, emergency exits, first aid, and daily schedule.
4. Lead an icebreaker activity to help participants meet each other and introduce themselves to the group.
5. Icebreaker debrief may include:
   1. How the person has been affected by the emergency
   2. Why the person wants to be an emergency WASH volunteer

**Introduction to Organization 5 minutes**



1. Introduce your organization
2. Talk about the following to introduce your organization:
   1. Organization mission and vision
   2. Current and planned response activities to the emergency

**Workshop Format and Agenda 3 minutes**



1. Discuss your organization’s approach to training and learning for emergency response:

* Experiential and learn by doing for practical skills to use as emergency WASH volunteers
* Individual and group activities to share experiences
* Develop a sense of community and network within the group to support each other in their roles

1. Review daily agenda with break and lunch times.

**Review 2 minutes**



1. Ask if there are any thoughts or questions for the day.

**Reflections on Lesson**