



## **The 'Way-In'**

### **Purpose?**

To introduce the day's theme in an interesting, fun, dynamic, imaginative and relevant way.

### **What's Involved?**

The whole team should be involved in planning the Way-In, as well as sourcing any equipment / props that may be necessary for it. Most of the team's effort should go into thinking about how best to communicate the idea, rather than building props, etc.

### **Who Does What?**

Everyone on the team should be involved in some way, both in preparation and on the day - the team can decide amongst themselves who does what. It's best to nominate one person as the team captain to ensure somebody takes responsibility for the team getting things done!

### **What Should It Be Like?**

Extremely visual, stimulating, dynamic and fun!

The team can use music, lights, special effects or anything else they can think of. It can involve sketches, video clips, games, songs, illustrations, etc. - whatever it takes to communicate the point of the day clearly and powerfully! Don't turn it into a preaching session... it's simply an introduction of the idea of the day!

### **How Long Should It Take?**

A maximum of ten minutes at the beginning of each day's programme.