

# Programming 126

**As Presented by Aleph S'gan Gabe Schaner**

Inspired by Alephs Jesse Edberg, Adam Vinner & Jacob Bennett

## Forward

SiAt, If you're reading this, you are dedicated. Programming in SiAt is an honor. In other chapters, it is an assignment.

Please read through this guide. When planning a program, I implore you to say, "challenge accepted." Go the extra mile. Do something for a cause besides yourself.

This guide took a lot of effort to create and I promise it's worth a glance if you have interest in growing as a program planner. Happy reading!

## Outlining

You'll be told that the key to outlines is to make sure any Aleph in SiAt could pick it up and steer it well. But, also make sure people in SiAt will be able to *understand* the intentions. Why are you planning this? What am I getting out of this that I can't get out of not being here?

Aspects of an excellent outline:

- I. Clear materials list & budget
- II. Everyone's roles in the execution of the program are explicit
- III. Times for each activity are written logically
- IV. Any location or logistical detail is clarified
- V. Include the "why" I mentioned earlier in a brief sentence
- VI. Script or speaking points are included

If any of these aspects are missing, the organization is at a disadvantage. It varies from program to program what else to include. For example, fun programs are traditionally more concise. That's really all in terms of outlines.

## Programming Calls

The S'gan's role: They should not plan the program, but they may suggest/hint at ideas where necessary. They should constructively criticize, edit and praise the program-planners' work. They should analyze every word. I like to say they're the "copy editor" if the program was a newspaper. Calls should begin two months out from the program.

Programs should have a few productive (rather than many counterproductive) planning calls and one steering call. Aim for productive rather than long calls. Expert advice: meet in person once before the pre-program meeting as an alternative to a call.

Call #1: Like a Supreme Court case, you must establish the precedent. What theme would work? What are some activities that relate to theme? Or if you are focusing on activities, what activities do you want to occur? After this call, you should have a solid start on an outline. Don't take more than an hour unless you have a good idea flow. Have someone find a host.

Call #2: Have a host by this call. Scripting is really underrated. Participants in stations or any activity won't listen to you if you're just telling them the activity. So, on the second call, you should write out what you basically want to say. Edit stations until they are final.

Call #3: You should have already put steering instructions in on the first call. Add more information for steerers that weren't a part of the planning. Edit stations if necessary. Run through the script out loud. Have each person spend some time looking at the outline.

Tentative Call #4: Run through logistics of the program. Include the host on the call. Invite them to make necessary edits.

Steering Call: Make sure steerers are paired with a logical station for their confidence. Speak up if you have an issue with a station. You should steer stations that are your ideas.

Obviously, each program is different, but this call accomplishment outline should be pretty useful and applied to *most* programs. Especially for younger planners or Brotherhood Committee, it may take up to six or seven calls to accomplish what needs to be done.

## Stationeering

Stationeering is the art of planning stations. Read through the general questions and the more specific ones that apply to your program. The key to a good programmer is if they can consider these questions before altering a station.

### General Questions to Consider

- Would I rather do this or hang with girls?
- Does it conflict with the setting?
- Is it a waste of the chapter's time?
- Can it be accomplished in the allocated time?
- Will the activity not last the allocated time?
- Can you say "only in SiAt would I do this" about the station?
- Is it unique **and** memorable?

### Serious Program Questions to Consider

- Does it appropriately and effectively invoke the theme?
- Is it going to make Alephs learn something?

### Fun Program Questions to Consider

- Is it fun, unique and simple?
- Does it fit with the tone of the program?

## The Folds

### The Five (Seven) Folds

The folds usually apply themselves, but that being said, make sure each activity very clearly adheres to a certain fold. Mainly, they are a piece of BBYO trivia. Usually people say that there are five folds, but in SiAt, we use seven. There is no particular order.

1. Athletic

Most fun programs will have this circulating throughout.

2. Social

Making new friends. Mostly found in coed events or icebreakers.

3. Judaic

Judaism is a pillar of our fraternity and should appear in every program (Havdallah).

4. Educational

Despite common belief, can be both fun and serious. Get creative when involving it!

5. Community Service

Mitzvah of the Month events. Very rewarding!

6. Food^

Good for a twist. Melon rugby epitomizes this fold. Do not force it. ^Quasi-official.

7. Fire\*

Excellent for bonding and strengthening brotherhood. \*Considered unofficial.

### The Edberg Folds of Programming Excellence

Also known as “FUTTS,” these are more accurate folds that you actually have to apply to each station of a fun program. You need to analyze station-by-station to ensure that each abides to these rules. They were a staple of my S’gan term.

1. Fun

The station must be engaging and enjoyable.

2. Unique

The station must be unconventional and can’t have occurred in a SiAt program before, unless it is greatly improved upon.

3. Time/Space

The station must both last the entirety of the time allocated to it and be able to be accomplished at the given location.

4. Tone

The station must fit with the tone of the program. If it is a rowdy program, do not make a “chill” station.

5. Simplicity

The station must be comprehensible and easy to execute or else chaos will ensue.

## Execution

Execution is something people don't talk enough about. Without fault, every program doesn't go perfectly. The key to steering is knowing what do if things take a turn for the worse.

### The Four C's of Steering

#### 1. Command

Don't beg for respect. Set rules and boundaries. Be strict when necessary. "Work with the energy, not against it" - Jesse Edberg. If it's loud, be louder. If it's quiet disrespect, pull people aside and reprimand them kindly.

#### 2. Confidence

If you don't believe in your station, speak up or fake it until you make it.

#### 3. Composure

In face of problems, stay calm and cool. Use command and confidence to regain respect. Always look happy or confident, even when you are not. Participants smell fear!

#### 4. Creativity

When things go south, which can happen from time to time, make sure you have a Plan B.

## Afterword

Well, you made it. Congratulations and thank you! Use this guide to supplement actually planning a program, which is the best way to learn how to plan a program. With that, I hope you've learned a thing or two about SiAt programming.

Fraternally submitted with undying love for programming, passion, swagger, and the best chapter in the order, my heart and home, Simon Atlas AZA #126, I forever and always remain,

Aleph S'gan Gabriel Shai Schaner

x *Aleph S'gan Gabriel Shai Schaner*