

# Agenda

- Ice Breaker
- How to Prepare for Meetings
- Tips on Effective Communication
- Idea Sharing
- Questions

## Get into Pairs

- Introduction
  - Your name, pronouns, position, and student organization



# Instructions

- Find a space separate from others
- Sit back to back
- Presenter one of you will have a sheet that has shapes. You must describe this to the Listener so they are able to draw a copy.
- Listener follow instructions from your Presenter partner and try to draw what they describe.



# **Debriefing Questions**

- How was that experience? For the Presenter? For the Listener?
- What worked well? What was challenging?
- What would you do differently if you had to do the activity again?
- How do you think this applies to group communication within your student organization?



# How to Run Effective Meetings



Create and share your meeting agenda as early as possible

2

Link any relevant materials in advance 3

Assign facilitators to agenda items

4

Define agenda items

•Are they informational, discussion, or action items?

5

Use agenda during meeting to track notes

# What goes into a meeting agenda?



WHAT IS YOUR MISSION & PURPOSE?



OVERVIEW OF ITEMS



PREVIOUS AGENDA ITEMS



NEW BUSINESS ITEMS



DURATION OF TIME FOR EACH AGENDA ITEM



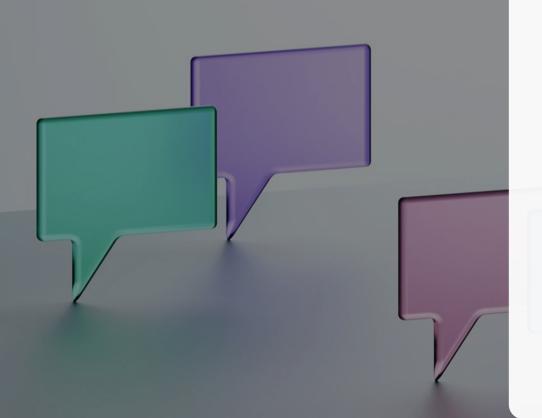
NEXT MEETING DATE

# **Example of Agenda**

### Meeting Agenda

Location:			
Date:			
Time:			

- I. Introduction (5 minutes)
  - a. Introduce the executive board or new members
  - b. Take attendance
- II. Old Business (10 minutes)
  - a. Discuss any previous agenda items that were not completed
- III. New Business (25 minutes)
  - a. Provide new updates for the team
- IV. Conclusion
  - a. Next meeting date:
  - b. Contact information



# Tips on Effective Communication

- What is the best method of communicating?
  - Emails vs. Texting
- How soon should you provide updates or notifications?
  - Notification within 72 hours
- Including advisors and other support networks

What has worked for you and your organization?

