Becoming YU
Final Group Check-In Model

Group checkpoints allow students to practice their networking skills, collaborate with and help each other find meaningful ways to accomplish their goals, and receive feedback from their peers. Icebreakers are an excellent way to help mentees to get to know each other while having fun. These activities have been modified to suit an online environment.

Reflections

Resources:
- Some kind of visual brainstorming and drawing tool such as Miro or Sketch.io

Purpose:
- To have students reflect on their experience (accomplishments, struggles, etc.) and to look forward to the next one.

Instructions:
- Depending on the brainstorming tool that the coach has chosen, create different sections with category names such as:
  - Working from Home
  - End of Term
  - Virtual Meetings
  - Reflection on this Past Year...
  - Something I'm Looking Forward to...
  - Some New Goals for Next year...
- Students are invited to share their thoughts and enter them under each category on the chosen brainstorming tool. Have students read out their own comments under each category and then invite them to comment on each others'.

Map Your Journey!

Resources:
- Some kind of visual brainstorming and drawing tool such as Miro or Sketch.io

Purpose:
- To get students to reflect on their progress throughout the term and to help them visualize how far they've come in terms of their progress towards achieving their goals.

Instructions:
- Have students draw a map or diagram to tell a story about their overall progress. Ask them to focus on the goals and skills that they had set for themselves at the beginning of the experience and "map out" their journey.
- Some ideas on how to represent things in their drawings:
  - ***Journey:*** a staircase or a ladder, zig-zag path, trail up a mountain, a treasure map.
  - **People:** Stick people or emojis
  - **Skills:**
    - teamwork: holding hands;
    - positive motivation: "+";
    - written communication: a pen/pencil/keyboard;
    - verbal communication: a mouth
  - **Challenges:** could be written in words or shown as a brick wall or a ditch or other obstacle.
- Encourage the students to be creative! Once complete, have students take turns sharing their map/diagram with the rest of the group.

Wrapping Up

Answer any questions your students may have. Make it clear to the students on how to get in touch with you if they require support or more feedback.

End by giving them something to think about e.g. *"As you end this experience , think about how the skills you've learned from this experience can help you in your future experiences."*