

NACUBO Student Success Training for Campus Employees - Module 3 Activity

This Meet-That-Need Challenge activity generates small but mighty ideas that can help campus employees take steps to support students who experience food insecurity, housing instability, transportation challenges, and other 'life' challenges that can interrupt a students' focus on their academics.

This activity can be done by an individual, or in a group setting as part of a workshop or training. What follows is a facilitator's roadmap to lead this exercise with a group. If you are completing this activity as in individual, you can follow the instructions and complete this exercise independently.

Logistics:

- After watching the Feature Video in Module 3, participants are asked to form small teams of two or three people, depending on the size of the group.
- Participants are provided a large piece of paper (flip chart paper) and crayons or markers.
- The three 'Basic Needs Challenge' statements that appear below should be pre-written printed onto sheets of paper or loaded into a presentation deck that can be shared with participants, one at a time.
- After ideas are collected, leadership should take steps to build an action plan to address student basic needs or integrate ideas generated through this activity into current approaches.

Duration: Ideally, no less than 30 minutes

- 2 minutes for introduction
- 5 minutes for each Meet-That-Need Brainstorm Challenge
- 10 minutes for report-back of ideas
- 3 minutes for facilitator to collect wrap-up, provide a call to action, and collect papers used to document ideas.

Facilitator's Guidelines:

- This activity can be introduced and completed after watching the Feature Video in Module 3.
- The activity provides participants with an opportunity to work with colleagues to brainstorm small, but mighty approaches to meeting students' basic needs.
- Attendees are invited to work with a partner or in a small group and provided paper and marker or crayon.
- Facilitator explains the exercise to attendees.
 - We are going to do a rapid-fire brainstorm challenge activity called "Meet-That-Need"
 - I will read a challenge, and then each group will have 5 minutes to generate a list of small, but mighty steps we could take on this campus to address the basic need presented in the challenge.
 - We are not asking you to build out the idea...we are trying to generate as many small but mighty ideas as possible.
 - There are three basic needs we are going to brainstorm, so this activity will last for 15-minutes.

- Facilitator begins the activity.
- Here are the three Basic Needs Challenges that are shared with employees, verbally, and ideally also in writing (via slide deck or on paper)
 - **Challenge One:** How can we, on this campus, take small but mighty steps to ensure that every student has adequate food and nutrition? (5 minutes should be timed)
 - **Challenge Two:** How can we, on this campus, take small but mighty steps to ensure that every student who is homeless, or experiencing housing instability, is identified, and connected with support systems to help them find a safe, consistent place to live? (5 minutes should be timed)
 - **Challenge Three:** How can we, on this campus, let every student who is facing basic needs challenges know that they belong here, and that this campus is ready to be a resource in meeting their basic needs? (5 minutes should be timed)
 - NOTE: These challenge statements can be modified to best meet the needs of your campus or students. For example, if you are on a rural campus where access to technology is a challenge, you could add or modify a challenge to meet your students' needs.
- Facilitator asks groups to share ideas from each challenge. Depending on the size of the group, parameters for sharing can be modified.
- Facilitator wraps up with a motivational charge to employees to continue to bring ideas forward to address student basic needs.
 - It can be helpful to have a couple of 'Basic Needs Champions' identified on campus who are willing to be the receivers of ideas, and the leaders of small but mighty activities that can make a difference for students.