



Resource Title:	The Community Web Activity	
Source:	Transition Quality Empowerment Project (TQEP)	
TD Indicator	TD Sub-Indicator	Transition Skill
Youth Development Relationships	Disability Awareness, Self Awareness, Leadership Skills Development, Friendships, Sense of Belonging, Social Skills Development	Leadership skills Self-Advocacy Skills Social Skills Communication Skills

What is it?

- Lesson Plan
- Tool Kit (package of items)
- Tip Sheet
- Website
- Presentation
- Other

Who is leading this?

- Stakeholders
- Family
- Youth

Target audience?

- Stakeholders
- Family
- Youth

What is included?

This activity is a set of instructions for an icebreaker activity to get know new people in the community and socialize. It is addressed for youth to use and interact with each other to learn about themselves and others by sharing their talents, interests, hobbies and preferences. It provides the opportunity to talk about an individual’s disability to grow awareness and understand better the person in a positive playful manner.

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The Community Web Activity

Description: This activity is meant to exemplify the connections between individuals, relationships, and community development between people that may not recognize any connection between themselves and others in the group. This activity is ideal for youth who may be new to the idea of a disability community.

Recommended Group Size- any size of group

Estimated time: 30 minutes

Shopping List:

- Ball of yarn or string
- Scissors

Leader Instructions with a Draft Script of Directions:

~Key Points~

- If possible, have the group sit in a circle
- The facilitator should be the first to start the ball of yarn. He/she must hold onto the end of the yarn, say something about him/herself, then ask the group if anyone else has a similar interest, hobby, disability, etc. The facilitator holds onto the end of the yarn and passes the ball to the next volunteer. The volunteer says how his/her interests, hobbies, etc. are similar to the first and mentions something else about themselves. This continues until a web is created and ideally all participants are holding onto part of the yarn.

- Introduce the icebreaker
 - We all play an important in our communities, we each have our own interests, gifts, and abilities
 - We are also connected to each other; we are a part of a network and community. We may share commonalities with people who we thought that we were nothing like.
 - In this activity we will be telling the group something about ourselves and discovering things that we may have in common with others. I am going to say something about myself and if you have a similar interest, raise your hand.
 - I then want each of you to think of something else about yourself (interest, hobbies, school, and disability). After you tell us something about yourself, I want someone else to raise their hand if they have a similar interest, hobby, etc.
- Example:
 - Facilitator- "My name is Josie and I have a service dog."
 - Participant 1- "My name is April and I don't have a service dog, but I love dogs. I play soccer."
 - Participant 2- "My name is Brandon and I love all sports. I also want to become a welder."

~Potential Connections~

- Disability or Accommodations
- Pets
- Interests
- Volunteering

~Concluding Points and Discussion Questions~

- Look at the web that you have created
 - Each of us are connected to each other
 - When we do something (pull, drop, hand-off) to our part of the rope, the entire dynamic changes (shape, slack, etc.)
 - Have youth look at the change in the web, how did it change, why did it change
 - How does this compare to our real relationships, what happens when you drop the rope
 - Let the participants cut themselves from the web. They can keep a piece of then yarn if they like.
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