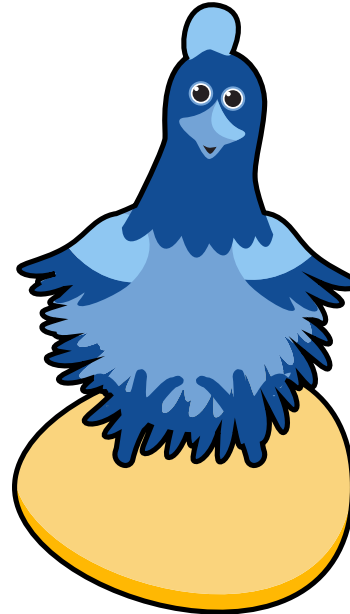
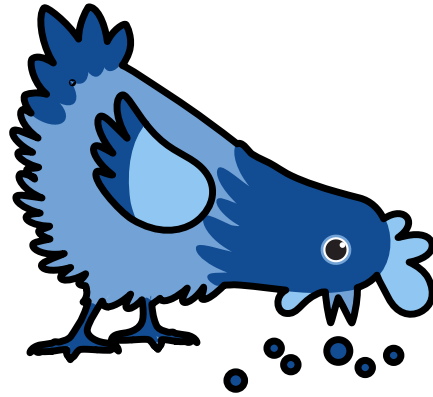
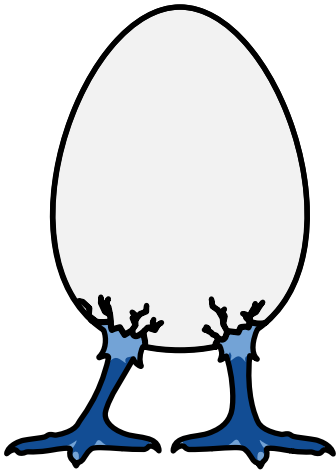


LEAD BY EXAMPLE

SUPER CHICKEN

BELIEVE IN YOU



THE OBJECT OF THE GAME IS TO LEVEL-UP.

1. **AWAKEN** as a Walking Egg (Level 1)
2. **BECOME** a Hungry Chicken (Level 2)
3. **ACHIEVE** Golden Chicken status (Level 3)
4. **TRANSFORM** into a Super Chicken (Level 4)
5. Then, repeat the cycle, trying to level up as many times as possible

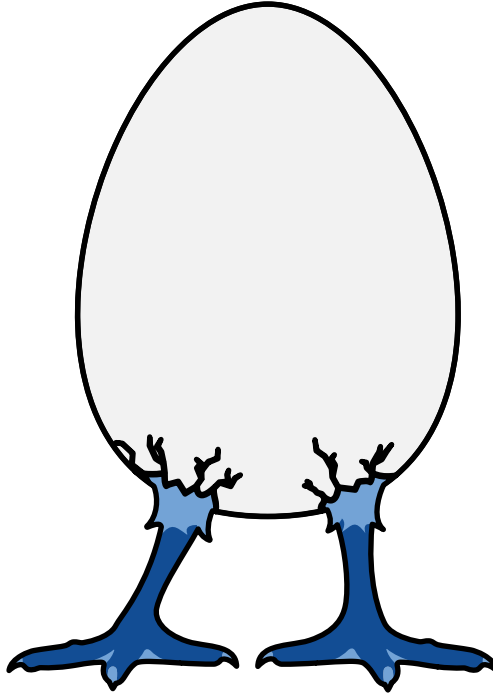
YOU DO THAT BY WINNING ROCK, PAPER, SCISSOR MATCHES

1. Win as a walking egg, level up to a hungry chicken.
2. Win as a hungry chicken, level up to a Golden chicken.
3. Win as a Golden chicken, level up to a super chicken.
4. Win as a Super chicken, earn a super chicken point.
5. Then, cycle back as a Walking Egg and continue to play.



Inspired by the activity Super Chicken by Brian Dauenhauer | UNC Active Schools Institute

LEAD BY EXAMPLE

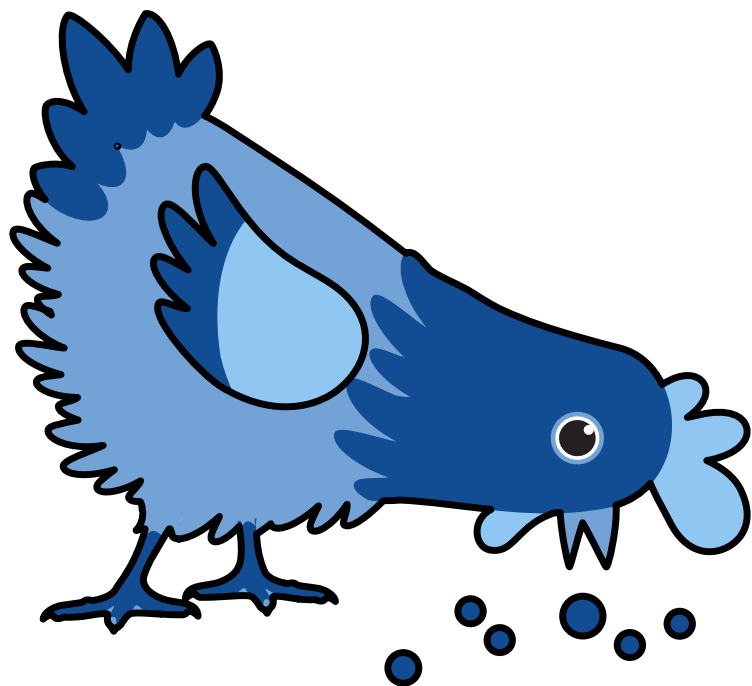


WALKING EGG



BELIEVE IN YOU

LEAD BY EXAMPLE

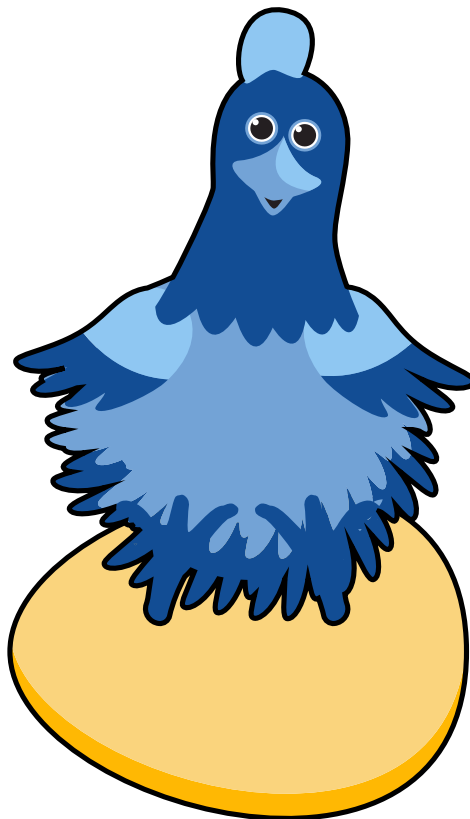


HUNGRY CHICKEN



BELIEVE IN YOU

LEAD BY EXAMPLE



GOLDEN CHICKEN



BELIEVE IN YOU

LEAD BY EXAMPLE



SUPER CHICKEN



BELIEVE IN YOU

ACHIEVE

(Verb)

To reach a desired result through purposeful effort, skill, and/or courage.

What is something you achieved that required courage?

In your own words, what does purposeful effort mean?

What are you currently working to achieve?

AWAKEN

(Verb)

To be made aware
for the first time.

Can you remember a time when you were awakened?

What did you become aware of?

How did that awakening change you?

BECOME

(Verb)

Grow to be;
to turn into.

What is something that you worked hard to become?

What did you sacrifice as a part of your becoming?

What did you gain?

TRANSFORM

(Verb)

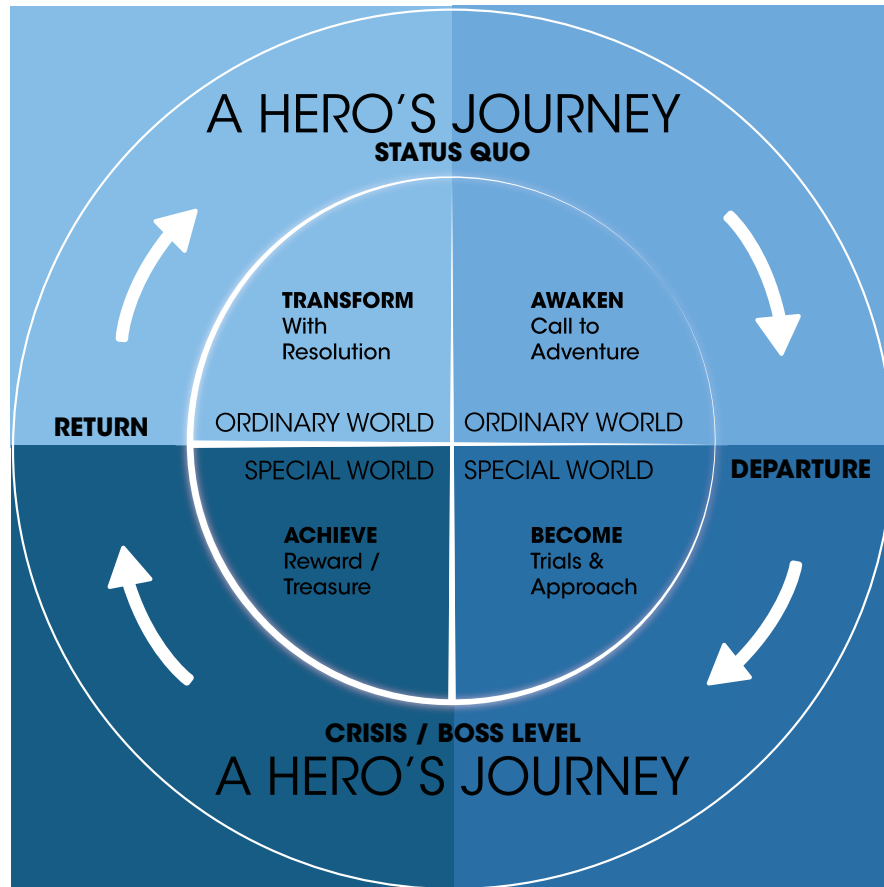
To make a dramatic change in form, appearance or character.

Have you ever experienced a personal transformation?

If you could experience a personal transformation over the next 4 years, what dramatic changes would occur?

What would you be like after that transformation?

A HERO'S JOURNEY



A story pattern identified by Joseph Campbell in 1949. Campbell outlined a "monomyth" that is the common template for stories that involve a hero who is called to adventure, departs on a quest, overcomes great trials, and returns home transformed in some way.

Campbell's original pattern includes 17 steps of the journey.

This activity focuses on 4 stages

1. **Awaken to the call**
2. **Become through trials/crisis**
3. **Achieve a reward or treasure**
4. **Return transformed**