

# How to run a good weekly night!

When coming up with an idea think of...

1. Why this activity... yes its fun and inclusive... but is it also challenging and adventurous?
2. What skills will people learn (look at OAS on Terrain and consider how people might level up)
3. Choose a challenge area to focus on (Either: Personal Growth, Creative, Community or Outdoors).
4. Ask yourself... if its really a night, or just a short activity? Will it actually go for 2 hours and if so how do I keep everyone engaged for 2 hours?
5. Do not have a mindset of “If we finish early its ok we can just chill” At the end of the day, as much as Venturers love just to hang out and talk, Vents have study and other things to do and if they spend half their time at Venturers chilling then eventually they will stop prioritising Venturers when they have study and ultimately stop coming. Focus on how Venturers can still interact with each other as a part of the activity opposed to leaving time at the end.
6. We are all nearly adults... we want something at the end of the week we can look forward to. What's something so challenging Venturers can do that anyone below 14 couldn't?