# Intro + Activity #1: The Worst TM

* Voice of Moses: Battle of the Sexes
* What does a TM do?
* What makes a great meeting?
* 1998: Web Pages that Suck: “Learn good design by looking at terrible design”
* What would the worst TM ever do?
* 3 minutes max, alternating sides

# Activity #2: Theme

* Hardest part sometimes is to think of a good theme
* 30 seconds to think of themes
* 3 minutes; take turns naming theme ideas
* 5 seconds
* Need someone to write it down
* No suggesting reverse meetings

# Activity #3: Casting Call

* Name ways to get in touch with members to confirm their attendance and roles
* Points for creativity, practicality

# Activity #4: Fuse Lite

* Activity to teach flexible thinking and communication
* Each person draws 1 die from bag (2 if low attendance)
* Each team gets 3 bomb/puzzle cards
* Collective group roll – then use dice to solve as many bombs as possible
* Rerolls are by the group and cost a die on a bomb
* 3 minutes
	+ At 30 seconds: Lose one teammate
	+ At 60 seconds: Trade a bomb
	+ At 120 seconds: Extra bomb is available, teammate is back in

# Activity #5: Introducing…

* The value of introductions
* 2 minutes to select a fictional character, a speech they may give, and come up with an introduction for them
* Include content, context, and credibility
* Do NOT mention their name
* One minute maximum to deliver it