

# INTRODUCTION PROGRAM

sis1a

Day	Time	Activity	Purpose of the activity	Requirements
Tuesday, August 20	9:00 AM – 2:15 PM	Getting to know each other / explaining rules / introduction program / picking up laptop. "Over the Line"	Discover yourself and the group	Good Start booklet. Pencil case Snack Drink Packed lunch Laptop (if you already have one)
Wednesday, August 21	8:30 AM – 3:05 PM	Morning: Scavenger hunt around the area, school abbreviations, schedule, Building D.  Afternoon: Green Games	Discover the Sondervick College  Discover the group	Good Start booklet. Pencil case Snack Drink Packed lunch Laptop (if you already have one)
Thursday, August 22	8:30 AM – 6:00 PM	Madurodam + Beach	Discover the Netherlands in one day	Good Start booklet. Snack Drink Lunch is provided for
Friday, August 23	8:30 AM – 12:45 PM	"Minute to Win It" games.  Present yourself as a drawer cabinet, create a poster for an exhibition on the last day	Discover yourself	Good Start booklet. Pencil case Snack Drink Packed lunch Laptop (if you already have one)