

Facilitator's Guide to the Vimy Foundation's Leadership Education Program, Vimy Inspires Tomorrow

Overview - Leadership Education Meets History Education:

Vimy Inspires Tomorrow encourages youth between 13 and 17 years old to develop and utilize their leadership skills.

Through six activities drawing on different aspects of First World War history, participants will learn how Canadians of different ages, backgrounds, and military ranks took on leadership roles, and the impact of their decisions, actions, and contributions during and after the war. The activities enable youth to examine, discuss, and exercise key leadership skills, including effective communication, decision-making, and planning - all of which can be **applied to their daily lives as they become leaders of tomorrow**. Connections are made to today's world to ensure that the activities are relatable to youth.

The activities were all designed or reviewed by educators. This Facilitator's Guide provides additional details and resources for groups wishing to deliver the modules.

Download the modules from the Vimy Inspires Tomorrow program page or below.

Outcome - A Youth-Led Community Project:

The aim is for participants to apply the leadership skills and knowledge they have gained through the program towards the creation of or contribution to a **transformative community project**. The project can be an initiative focused on the participant's local community, school, club, or sports team, among others. It can be based on the participant's areas of interest or on a need they have identified. The main criteria is that the project focuses on an impactful outcome, aims to make a positive difference in the community, and that it is youth-driven.

Once participants have completed one or more program activities, they can submit a short individual or group project proposal or plan. The Vimy Foundation will offer additional leadership, project, and community organization training/ coaching to individuals or groups who submit a compelling proposal. Participants will have the opportunity to discuss and build on their project proposals. Visit the program Terms and Conditions page for more information.

Once the workshops have been completed, participants can submit a more detailed project proposal drawing on what they have learned. **The Vimy Foundation will award one (1) \$1,500 grant** to the most realized and well-thought-out project plan.



About the Activities:

Each of the modules draws on an aspect of First World War or post-war history that highlights a different example of leadership, whether in battle or on the home front; whether among military rank and file or commanders.

The modules offer alternate activities to suit different group formats (including virtual or in person) and learning levels. All modules are designed as group activities, wherein participants learn from each other and take the lead in their own learning.

Before starting the first activity, facilitators may wish to have general group discussion about leadership: what the term means to participants, personal opportunities they have had to utilize their leadership skills in school or other settings, ideas about what makes an effective or ineffective leader, leaders they admire and why, etc. The *Case Studies* module can also serve as an "ice breaker" activity to get participants thinking and talking about wider themes related to leadership.

After concluding the activities, facilitators can ask participants if and how their views on leadership have changed, as well as key takeaways and skills that they will apply to their community projects and to other scenarios.

While pertinent background or historical information is included in the modules, facilitators may wish to provide additional readings or initial discussions about key First World War battles, dates, etc. A list of additional resources is included below.

Description of the modules and suggested order:

- Approximate time required will vary depending on the group and the amount of time required for introductory material, reading the content, and the discussions.
- The modules are adaptable to virtual or in-person delivery. If activities are being delivered online, a video conference program with breakout rooms is recommended so that participants can work in small groups. Ideally, facilitators can join for part of the breakout room discussions to ensure that participants are on track and to answer any questions.

<u>Case Studies – Essential Leadership Qualities</u> - The purpose of this activity is to reflect upon and discuss the qualities that are most essential to leadership.

Time required: 45 minutes - 1 hour

<u>A Closer Look at Those Who Served</u> - Participants will examine how leadership was displayed by individuals across different ranks who served during the war.

Time required: 1-1.5 hours



<u>Battles Module</u> - After reading summaries of the battles of St. Eloi and Vimy Ridge, participants will examine and discuss how leadership impacted the outcome of each. *NB*. This activity is more advanced and may require facilitators to assist with explaining key terms and descriptions.

Time required: 1-1.5 hours

<u>Decision-Making & Communication Module</u> - Participants will explore how interdependent decisions are made and communicated. Consequences of those decisions can be complex and require reflection by the individuals and the groups that make them.

Time required: 1- 1.5 hours

<u>Veteran and Community Action and Activism Following the Great War</u> - Participants will learn about the wartime and post-war actions and advocacy of veterans from three community groups which pushed for social change. Interviews with community members from the Vimy Foundation's <u>Beyond the Ridge</u> podcast series will shed light on the experiences of these veterans.

Time required: 1-1.5 hours

<u>Canada's War Effort</u> - This activity highlights the different ways that young people contributed to Canada's war effort during the First World War. It asks participants to analyze the messaging used in wartime ads, which encouraged Canadians more widely to support this war effort. Participants can then go on to design an ad for a cause or project that is important to them, as a way to start their community project.

Time required: 45 minutes to 1.5 hours

Two-Day Workshop Outline:

 Below is a proposed outline suggesting how the program could be delivered over two days (eg. from 9am to 4pm), including time for participants to begin thinking about a community project

Day 1:

- Ice breaker activity
- Initial discussion around leadership (eg. what the term means to each person; qualities and skills; examples of positive (and negative) leadership traits; where each person has encountered strong leaders, etc.)
- Discussion key information about the First World War and Canada's contribution
- Module: Case Studies
 - Debrief
- Module: A Closer Look at Those Who Served
 - DebriefModule: BattlesDebrief



Day 2:

- Discussion debrief of day 1
- Module: Decision-Making & Communication
 - Debrief
- Module: Veteran and Community Action and Activism Following the Great War
 - Debrief
- Module: Canada's War Effort
 - Debrief and planning/creation of community project advertisement
- Closing discussion on leadership and what participants learned.
- Participants begin work on community project proposals with support from facilitator

Online Resources about the History of the First World War:

The Battle of Vimy Ridge - The Vimy Foundation: https://www.vimyfoundation.ca/learn/vimy-ridge/

First World War Collection - The Canadian Encyclopedia, Historica Canada: https://www.thecanadianencyclopedia.ca/en/collection/first-world-war

First World War (1914-1918) - Veterans Affairs Canada: https://www.veterans.gc.ca/eng/remembrance/wars-and-conflicts/first-world-war/

Canada and the First World War - Canadian War Museum: https://www.warmuseum.ca/firstworldwar/

Beyond the Ridge Podcast Series - The Vimy Foundation: https://www.vimyfoundation.ca/beyond-the-ridge/

*Activity-specific resources are listed in the individual modules