

# about the welcome session

## Overview

The visit begins with a welcome session, to introduce the team, share the aims of the visit with the pupils, and find out what they know about The Salvation Army. The leader explains how the visit will work and prepares the pupils for the think tank session at the end of the visit.

## Points to note

- It is helpful if the same person leads the welcome and think tank sessions.
- Keep the welcome session fairly fast-paced, with the focus on the pupils sharing what they know (or their ideas) about The Salvation Army and your church.
- Think carefully about the language you use in this initial session, and throughout the visit. Pupils may not be familiar with 'church' language, let alone 'Salvation Army' language, so try not to overwhelm them with words they haven't heard before or may not understand (eg officer, corps, YPSM and other abbreviations). You may like to use the glossary to remind zone leaders of words to either avoid or explain.

## Setting up and practicalities

- If pupils haven't been put into groups before the visit (or even if they have) you could give out name and/or colour labels showing which group they are in, as they arrive.
- You'll need a safe place for pupils to put their bags and coats. Let them know that they need a pencil (or that pencils are provided) before they sit down in the designated area.
- Designate a space, preferably in the main hall, where all the children can sit together. This can be on the floor or on chairs, in rows or in a large circle. Invite pupils to sit down and look around the hall whilst they're waiting for everyone to sit down.

## Resources provided

- Ultimate Church Visit roller banner
- 'The Salvation Army is...' A3 card
- Pupil books (order from the Resource Hub)

## You may also need

- Pencil for each pupil (optional – but it's good idea to have spare pencils available)
- Name and/or colour labels to denote groups
- Name badges for leaders/helpers
- Clipboards for zone leaders\*

\* also available to loan or purchase from the Resource Hub (see 'Resources')