



Student Assembly Agenda

Total Time: 30 Minutes

0:00–7:00 min | Student Arrival & Settle

Led by: Admin / Staff

- Students enter the assembly space
- Music plays over speakers (high-energy, clean)
- Staff help students get seated and settled

Principal note:

This time gives flexibility for late classes and noise to die down.

7:00–17:00 min | Balloon Pop Relay Game

Led by: PTA (Aspen) + Admin Support

Purpose: Energy, engagement, attention reset

Setup

- 3 teams of 5 students (15 total participants)
- 3 chairs placed at the front
- 1 balloon per student

How It Works

- One student at a time moves to the chair with the balloon held between their legs
- At the chair, the student removes the balloon and pops it by sitting on it
- After popping the balloon, the student runs back and high-fives the next teammate
- The next teammate can only start after the high-five
- The first team to pop all of their balloons wins

Prize:

- Each student on the winning team receives a **\$5 gift card**

Time control:

- 1 round only
 - Quick transitions
 - No replays
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17:00–18:00 min | Transition

Led by: Principal

- Thank students for participating
 - Briefly reset attention
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18:00–19:00 min | Principal Introduction

Led by: Principal (Mrs. Luna)

Script (optional, can read):

“Alright everyone, great job.

Now we’re going to shift gears for a few minutes.

I’d like to introduce Aspen Decker from our PTA, who’s here to share something new we’re launching at Sonoran Heights.”

19:00–24:00 min | Sponsor A Brain Video

Led by: PTA (Aspen intro, then video)

- Aspen gives a **very brief hello** (30 seconds max)
- Video plays on projector / TVs
- Video file provided in advance via admin asset library

Note for admin:

No pausing, no commentary during video.

24:00–27:00 min | Pop Quiz + Gift Card Giveaway

Led by: PTA (Aspen)

How it works:

- Ask **5 simple questions** from the video
- Students raise hands
- Randomly call on students
- Correct answers receive **\$5 gift cards**

Purpose:

- Reinforce attention
 - Reward listening
 - Keep energy high without chaos
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27:00–29:00 min | Closing Instructions

Led by: PTA (Aspen)

- Clear recap and instructions for students
- Emphasis on:
 - Talking to family today
 - Team captain
 - \$67
 - Launch in two weeks
 - Club 67 readiness

(Uses finalized script you already approved.)

29:00–30:00 min | Handoff & Dismissal

Led by: Principal

Script (optional):

“Thank you, Aspen.

Teachers, please begin dismissing students back to class.”

Students exit with staff guidance.

Music plays over speakers (high-energy, clean)

Admin Notes (important)

- Total time stays within 30 minutes
- Game is capped at 10 minutes
- All prizes are handled by PTA
- No money collected at assembly
- No forms distributed during assembly. Only in class.