

Change **Your** Game.

Squad Work

Quick-Start Guide for *Change Your Game*

Why a Squad? 🤝

A crew of **3–5 friends** = enough voices to spark ideas, few enough for everyone to speak. You'll cheer, challenge, and chase the book's **Ponder & Do** steps together. Mini-team, maxi-growth.

Logistics at a Glance 🎯

- **Meet:** Weekly or every other week, 45–60 min.
 - **Spot:** Quiet but comfy — library nook, bleachers after practice, sofa + snacks, no phones.
 - **Prep:** Read one chapter + finish its *Ponder/Do* before you gather.
 - **Rotate Roles:** Host (location), DD (Deep Dive chooser), Clock-Keeper, Closer.
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45-Min Squad Flow 🕒

- **0–5** → High/Low check-in 🙌 (listen for lows; someone may need extra support)
 - **5–15** → *Chapter Sparks* — share your biggest “Whoa!” + biggest “Wait...what?” 💬
 - **15–30** → *Deep Dive* — pick one idea/topic and dig for real impact 🔍
 - **30–40** → *Action Picks* — each states a next *Do* challenge; squad offers backup ✓
 - **40–45** → *Boost & Book* — Closer recaps wins + sets next meet 🚀
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Keep It Rolling ➡

- 🎉 Celebrate wins in the group chat.
- 💬 Make sure everyone gets chances to speak and share.
- 🌟 Plan a **tiny service project** by chapter 6 and do it by chapter 10.