1. Arrive

- a. Go the following table locations at 12:30 and table until 1:30 PM
 - i. Klarman: Us Undivided
 - ii. Duffield: DE2
 - iii. Mann: HAC & SXQ

2. Set Up

- a. 2 laptops
 - i. One laptop has the DE2 website: https://de2.squarespace.com/
 - ii. One laptop has the sign up sheet: https://forms.gle/H7LyYZ8ABQz8oMzZ8
- b. Layout the following physical materials in a visually appealing way:
 - i. Internet-less game instructions
 - ii. Survey (Please bring pencils & pens they can use to fill this out)
 - iii. Letter to local government
 - iv. Coloring Book
 - v. Origami Box + Origami Paper (If provided)

3. Elevator Pitch

- a. As soon as participants arrive, volunteers will give an elevator pitch. You can include the following slogans, either vocally, or out in print:
 - i. "Internet for All, Answer Newfield's Call"
 - ii. "Cyberspace for most, but some are still lost"
 - iii. "DON'T DENY DIGITAL DREAMS"

4. Empathy Game

- a. After participants are interested, provide them with the game.
- b. "Do you want to participate in a game to win prizes?"
 - i. If no \rightarrow regular tabling (tell them about DE2 and proceed to step 5 (action))
 - ii. If yes \rightarrow provide them with the game sheet
- c. Given that they "lose," educate them about DE2 and give resources and calls to action.

5. Action

- a. Provide them with the sign up sheet (google form) to stay up to date with the initiative and direct them to the DE2 website on your laptop.
- b. Have them fill out the survey and hand it back to you

6. Closing

- a. Provide them with additional materials they can take away
 - i. Letter to local government
 - ii. Coloring Book
 - iii. Origami Box and paper

