

## Photo Finish

A quick and easy game that can be played with small teams with zero equipment. Participants have to walk across a finish line at exactly the same time in a "photo finish". Great for testing coordination. And for getting a frame-worthy picture for your office. This game sounds deceptively easy, but it actually requires a lot of coordination. For a true photo finish, players will have to work very closely together. They will also need to informally elect a 'leader' who can lead the coordination efforts.

1. Create a straight 'finish line' using chalk, masking tape or rope.
2. Ask all participants to cross the finish line at exactly the same time, i.e. a "photo finish". Participants will have to coordinate with each other to pull this off.
3. Take a photograph every time they cross the finish line to see if it qualifies as a photo finish.
4. For added difficulty, ask the participants to walk or run across the finish line in a photo finish.

## Shipwrecked

Your plane has just crashed on a deserted island in the middle of the Pacific. You have just a few minutes to salvage some items from the wreckage before the whole plane burns down. What items will your team choose? This seemingly simple game becomes complex when you consider the gravity of the situation. Teams often devolve into chaos when they can't come to a consensus about the importance of each item in a survival setting. Successful teams will choose a leader and plan their procurement process carefully. They will also have to negotiate with other teams to get objects they want.

1. Set up a play area with a number of survival items such as different types of food, water, weapons, knives, tarp, flares, matches, etc. You don't have to actually buy these items; you can take printouts of pictures on index cards as well.
2. Place all of them at one end in the "wreckage" area. Ensure that the quantity of each item is limited such that teams will be forced to barter and collaborate.
3. Divide participants into two teams (or more if you have a lot of participants).
4. The teams have 25 minutes to get items for survival from the wreckage. They also have to rank the items in order of importance.
5. Since some items are vital, but limited (such as water), teams will have to collaborate and barter.

## Magazine Story

Each team has to create an imaginary magazine cover story about a successful project or business achievement. They have to get the right images, come up with headlines, formulate quotes, etc. Seeing your project or business' success featured in a magazine is the high-point of any organization. This

creative exercise helps your team members think big and visualize their future success. It can also be a powerful motivational tool.

1. Get players to create a magazine cover story about your company or project (choose either). The players don't have to write the complete story; they only have to write the headlines and create images, quotes and sidebars.
2. Divide participants into teams of 3-6 players. Give them markers, pens, and anything else they'll need to create a fictional magazine cover.
3. Create several templates for different elements of the magazine story. This should include: a) magazine cover, b) cover story headline, c) quotes from leaders and team members, d) sidebars about project highlights, and e) images.
4. Distribute these templates to each team. Ask them to create a magazine story, filling in each template and focusing on the project or business.

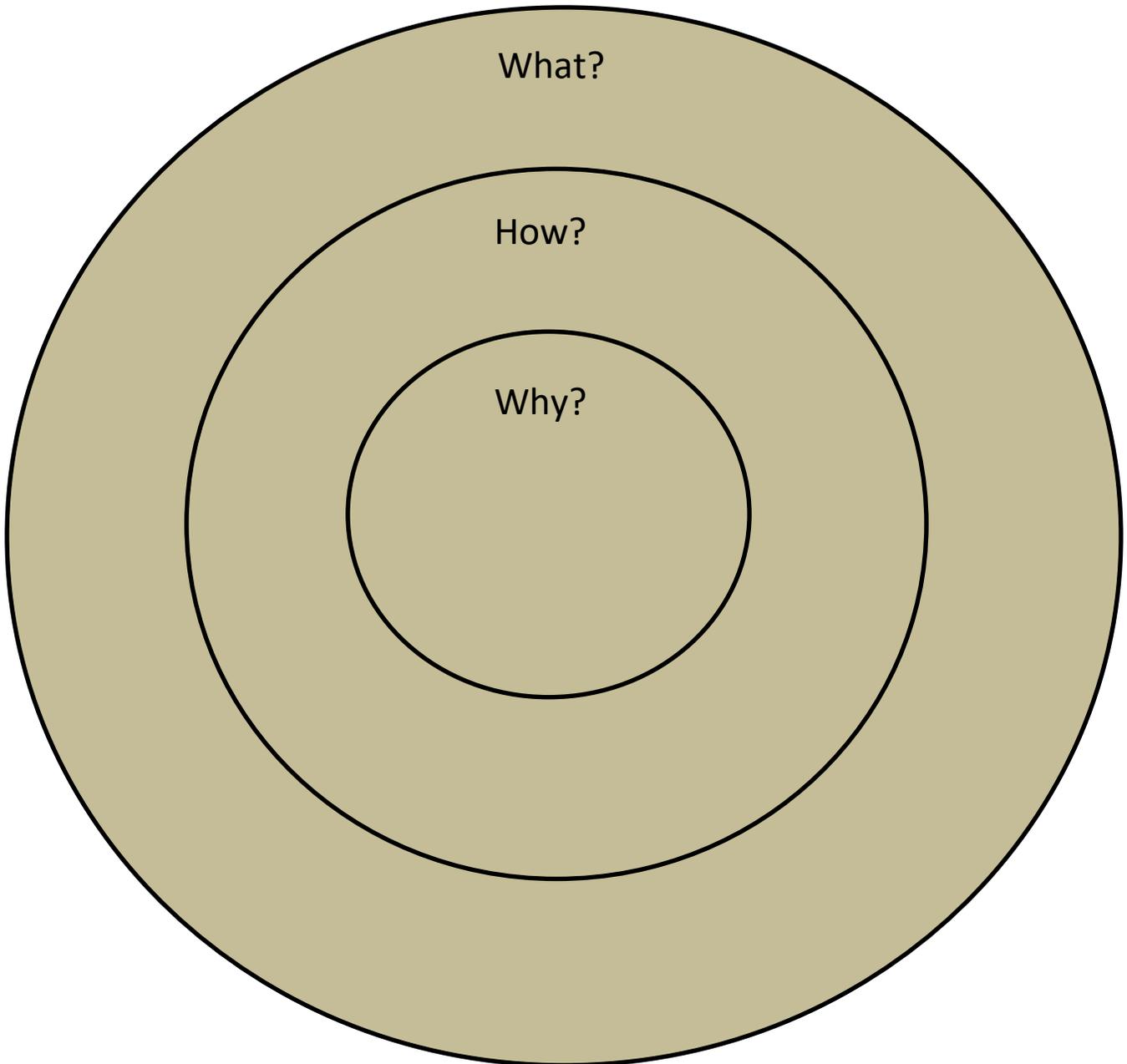
### Odd Couples

On any team, you'll have people with different personalities. But sometimes, these different personalities actually have things in common. Getting these team members to appreciate their differences and similarities can improve team bonding.

1. Create a list of odd pairs of objects that, for some reason, go well together. Like "Peanut butter & jelly", "chocolate & coffee", "salt & pepper", etc.
2. Write down the names of objects from each pair on separate sheets of paper.
3. Tape a sheet of paper to a participant's back. Do this for all participants. Try to tape opposing pairs on people with opposing personalities, though this isn't necessary.
4. Ask participants to mingle with the group. Their objective is to figure out what's written on their backs. The trick is: they can only ask yes/no questions ("Do I add flavor to food? Do I make the food spicy?").
5. Once participants figure out what's written on their backs, they have to find the other half of their pair.
6. After they've found their pairs, participants have to find three things they share in common with their opposing pair.

## The Golden Circle

Based off Simon Sinek's Start With Why. Have organization members fill out these circles with what they believe is the organization's why, how, and what. Have them start with the Why and then work their way out.



Impactful Leaders

Think about somebody you believe to be a leader on campus. Answer these questions with that person in mind.

What characteristics does that individual possess?

What impact do they have on others?

How can you learn from their leadership style?

Do you see any of their characteristics in you? If so, which ones?

## Leadership Practices Inventory (LPI)

Think about yourself as a leader. Reflect on the things you do and how you navigate situations. Answer each statement below using the following rating scale:

- 1- Means you **rarely** or **seldom** engage in the behavior
- 2- Means you engage in the behavior **once in a while**
- 3- Means you **sometimes** engage in the behavior
- 4- Means you engage in the behavior **fairly often**
- 5- Means you engage in the behavior **very frequently**

After you have a rating for each statement, place it in the box next to the corresponding question. For each of the statements, add up the respective numbered boxes and put the total in the designated area. Finally, review your scores for each section.

1. Seeks Challenge	1	2	3	4	5
2. Describes Ideal capabilities	1	2	3	4	5
3. Includes others in planning	1	2	3	4	5
4. Shares beliefs about leading	1	2	3	4	5
5. Encourages other people	1	2	3	4	5
6. Keep current	1	2	3	4	5
7. Looks ahead and communicates future	1	2	3	4	5
8. Treats others with respect	1	2	3	4	5
9. Breaks projects into steps	1	2	3	4	5
10. Recognizes people's contributions	1	2	3	4	5
11. Initiates experiments	1	2	3	4	5
12. Upbeat and positive communicator	1	2	3	4	5
13. Supports decisions of others	1	2	3	4	5
14. Sets personal example	1	2	3	4	5

15. Praises for job well done	1	2	3	4	5
16. Thinks innovatively	1	2	3	4	5
17. Finds common good	1	2	3	4	5
18. Fosters cooperative relationships	1	2	3	4	5
19. Talks about guiding values	1	2	3	4	5
20. Gives support and appreciation	1	2	3	4	5
21. Asks "what can we learn?"	1	2	3	4	5
22. Communicates purpose and meaning	1	2	3	4	5
23. Provides freedom and choice	1	2	3	4	5
24. Follows through on promises	1	2	3	4	5
25. Finds ways to publicly celebrate	1	2	3	4	5
26. Allows others to take risks	1	2	3	4	5
27. Enthusiastic about possibilities	1	2	3	4	5
28. Allows others to lead	1	2	3	4	5
29. Sets clear goals and plans	1	2	3	4	5
30. Tells others about group's good work	1	2	3	4	5

Add up the numbers you circled based on the following system:

Challenging the Process:  $\frac{\quad}{1} + \frac{\quad}{6} + \frac{\quad}{11} + \frac{\quad}{16} + \frac{\quad}{21} + \frac{\quad}{26} = \underline{\quad}$

Inspiring a Shared Vision:  $\frac{\quad}{2} + \frac{\quad}{7} + \frac{\quad}{12} + \frac{\quad}{17} + \frac{\quad}{22} + \frac{\quad}{27} = \underline{\quad}$

Enabling Others to Act:  $\frac{\quad}{3} + \frac{\quad}{8} + \frac{\quad}{13} + \frac{\quad}{18} + \frac{\quad}{23} + \frac{\quad}{28} = \underline{\quad}$

Modeling the Way:  $\frac{\quad}{4} + \frac{\quad}{9} + \frac{\quad}{14} + \frac{\quad}{19} + \frac{\quad}{24} + \frac{\quad}{29} = \underline{\quad}$

Encouraging the Heart:  $\frac{\quad}{5} + \frac{\quad}{10} + \frac{\quad}{15} + \frac{\quad}{20} + \frac{\quad}{25} + \frac{\quad}{30} = \underline{\quad}$

## 5 Practices of Exemplary Leadership

1. Model the Way
  - Clarify values by finding your voice and affirming shared values.
  - Set the example by aligning actions with shared values.
2. Inspire a Shared Vision
  - Envision a future by imagining exciting and ennobling possibilities.
  - Enlist others in a common vision by appealing to shared aspirations.
3. Challenge the Process
  - Search for opportunities by seizing the initiative and looking outward for innovative ways to improve.
  - Experiment and take risks by constantly generating small wins and learning from experience.
4. Enable Others to Act
  - Foster collaboration by building trust and facilitating relationships.
  - Strengthen others by increasing self-determination and developing competence.
5. Encourage the Heart
  - Recognize contributions by showing appreciation for individual excellence.
  - Celebrate the values and victories by creating a spirit of community.