



Leadership Activity Learning Workshop

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OVERVIEW:

This workshop is designed to foster leadership skills through teamwork for students ages twelve to fifteen. Because the discussion is a main priority, the teacher will be in the classroom as a guide: leading students to learn from one another by asking questions about the words they have chosen.

WHAT IS A LEADER? (20 minutes)

OBJECTIVE: Recognize leadership traits and implanting them in every day life.

1. Under the title "What is a leader?" write the following questions:
 - Who are some leaders that you know?
 - What characteristics, traits, qualities made him/her a great leader?

Depending on class size and level, give several volunteers about ten minutes to list at least twenty traits. Write these answers on the board in order to refer to them later.

After the students have answered ask them to give examples of how they can practice leadership every day.

GROUP DEFINITION EXAMPLES AND PRESENTATIONS (20 minutes)

OBJECTIVE: Students will develop more of an understanding of essential leadership skills.

1. Ten groups will use the words that the class gave in the previous activity to define and discuss real life examples.
2. After ten minutes of defining a word, the students will take five more minutes discussing real life examples.
3. After students are finished with their definitions and examples, randomly call on different groups to come up to the front of the class and present. During presentations ask groups questions that will challenge their definitions.

FOLLOW THE LEADER-TEAMWORK EXERCISE (5-10 minutes)

OBJECTIVE: Demonstrate how a group can lose focus when the leader doesn't have direction.

1. Discuss the word "synergize."
 - *Synergize is the creativity of many minds. This simply means that working as a group will accomplish much more; there is more brainpower, body power, people resources, and more overall creativity.*
2. Have four to six volunteers line up behind you and tell them to follow you
 - Walk unpredictably: quickly, slowly, turning.
 - Suddenly come to a stop.

FINDING THE LETTERS-TEAMWORK EXERCISE (10-20 minutes)

OBJECTIVE: Distinguish leadership qualities by giving students the opportunity to plan and execute a goal together.

1. Split the class in half, each team will have index cards each containing one letter.
2. The goal of the game is to find ONE object for each letter and place it on the card.
Students will only have six to seven minutes to get more objects before the other team.
3. Afterward, count and write the objects for each letter.

MAKING GOALS (20 minutes)

OBJECTIVE: Learn how to approach goals with realistic and attainable steps.

Draw a pyramid on the board that begins with "set goals." As you work through the pyramid ask students how they are planning to use this method.

- A. Set goal: Regardless of the goal's scale, always clearly determine what you are trying to do.
- B. Initiate your goal: After you have envisioned your goal you must start taking initiative. For example, if your goal is to graduate high school, start now by doing your homework and always trying to do your best in school.
- C. Maintain goal: After you have started taking steps toward your goal you must maintain these habits.
- D. Reach Goal: Congratulations you have finally reached your goal!

TELEPHONE-COMMUNICATION EXERCISE (10-20 minutes)

OBJECTIVE: Effective communication is important in life and demonstrates how easy it is misunderstand.

- A. Explain that the main cause of almost all problems with people is miscommunication
 1. Have students form a large circle of about ten to fifteen participants.
 2. Create a phrase that is not too easy or too difficult for students to pass along.
 3. Each student can only whisper the phrase ONCE; after that the rest of the students must pass it along.

CONCLUSION

At the end of the workshop, summarize the importance of each activity and read "Animal School."

Remind students that everyone has a different skill, and must recognize and utilize it in order to be an effective leader.

Animal School (5-10 minutes)

Once upon a time there was a school for animals. The teacher was certain the curriculum was fair, but somehow, all of the animals were failing.

The duck was the best swimmer in swimming class, but was failing tree-climbing class.

The monkey was a great tree climber but was a horrible swimmer.

The chickens excelled in worm catching, but were flunking swimming.

The rabbits were excellent at running but were awful at tree-climbing.

Since everyone has different strengths and weaknesses the students must find their own particular path where their skills are utilized to enhance their potential.

CULTURE SHARING (15 minutes)

OBJECTIVE: Create a comfortable class environment that is conducive to learning. When speaking about the country and culture the teacher must remember to be respectful, informative, and specific.

- A. Use pictures and tangible items to show them your family, friends, pets, home, school, and landmarks.
- B. Prepare several questions that will lead to further discussion.

TEACHING TIPS

THINK critically: This is assisted with questions and discussion.

Class Dynamic: Try to balance your class dynamic by attending to both the extroverted and introverted students.

Variety: Constantly change the way you are teaching: lecture, writing exercise, discussion, activity, questions and answers.

Summarize: After discussion, have students write down the focus of the lesson. (This will also help you understand how effective you are as a teacher.)

Wake Up: Be aware of fatigue. If they seem groggy and tired take a break. Have students stand, stretch, jump, or dance. Breaks are necessary not only for the students but for the teacher as well.

Affirm the Student: Always acknowledge the student's work. Remember to be specific when you are complementing; don't just say "well done" or "great job." In addition, a positive reinforcement system may be used as extrinsic motivation.