

Magic Carpet

Purpose: Problem Solving, Team Building

Materials: 1 Tablecloth

Instructions:

1. Spread out the tablecloth on the ground
2. Have each group member stand on the tablecloth
3. The object of this exercise is for the group to turn the tablecloth over while the team members are still standing on it.
4. Notes: To limit risk, require that all participants remain in contact with the carpet at all times. No jumping, handstands, lifting of other students allowed—all participants must have AT LEAST one foot on the carpet at all times

Name Game

Purpose: Energizer, Learning Names of Group members

Materials: Several Small Objects good for tossing

Instructions:

1. Have group members stand in a circle.
2. Go around the circle and have everyone say their name
3. After everyone has said their name, take one of the objects and throw it to someone across the circle **CALLING THEM BY NAME**
4. The person who received the object must then throw it to someone else and call them by name.
5. This should be repeated until everyone has received the object
6. Repeat the pattern (always calling the person on the receiving end by name) slowly adding in additional objects until there are several objects being tossed at once.

Style Questionnaire

Instructions: Read each item carefully and think about how often you (or the person you are evaluating) engage in the described behavior. Indicate your response to each item by circling one of the five numbers to the right of each item.

Key: 1=Never 2=Seldom 3=Occasionally 4=Often 5=Always

1.	Tells group members what they are supposed to do.	1	2	3	4	5
2.	Acts friendly with members of the group.	1	2	3	4	5
3.	Sets standards of performance for group members	1	2	3	4	5
4.	Helps others feel comfortable in the group.	1	2	3	4	5
5.	Makes suggestions about how to solve problems.	1	2	3	4	5
6.	Responds favorably to suggestions made by others.	1	2	3	4	5
7.	Makes his or her perspective clear to others.	1	2	3	4	5
8.	Treats others fairly.	1	2	3	4	5
9.	Develops a plan for action for the group.	1	2	3	4	5
10.	Behaves in a predictable manner toward group members.	1	2	3	4	5
11.	Defines role responsibilities for each group member.	1	2	3	4	5
12.	Communicates actively with group members.	1	2	3	4	5
13.	Clarifies his or her own role within the group.	1	2	3	4	5
14.	Shows concern for the personal well-being of others.	1	2	3	4	5
15.	Provides a plan for how the work is to be done.	1	2	3	4	5
16.	Shows flexibility in making decisions.	1	2	3	4	5
17.	Provides criteria for what is being expected of the group.	1	2	3	4	5
18.	Discloses thoughts and feelings to group members.	1	2	3	4	5
19.	Encourages thoughts and feelings to do quality work.	1	2	3	4	5
20.	Helps group members get along.	1	2	3	4	5

Scoring

The style questionnaire is designed to measure two major types of leadership behaviors; task and relationship. Score the questionnaire by doing the following. First, sum the responses on the odd-numbered items. This is your task score. Second, sum the responses on the even-numbered items. This is your relationship score.

Total scores: Task _____ Relationship _____

Scoring Interpretation

45-50 Very high range

40-44 High range

35-39 Moderately high range

30-34 Moderately low range

25-29 Low range

10-24 Very low range