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# Leadership

(Mrs. Katry Maurice)

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**Task:** It's time to play a game!

As a group you will pick a game that the entire class can participate in. *You do not have to invent the game.*

You must:

- Make sure you know all the rules and that you have all your resources and materials.
- Choose a suitable location. *(If it is not in the classroom, please see me to make arrangements.)*
- Use leadership qualities:
  - Take charge
  - Encourage
  - Show by example
  - Explain clearly and avoid confusion
  - Make sure you are heard
  - Acknowledge those who are succeeding
  - Help those who need direction
- Present the game in a way that everyone will understand. (use visuals, examples, a YouTube video if you must...)
- Make sure the students know the goal of the game.
- Explain to the students how to play.
- Present the rules and enforce them.



As a group you must:

- Make sure that everyone has a job. Delegate.
- Show that you are teammates and that you are working toward the same goal.
- Make sure that you do not lose control of the game and the participants. Do not let the participants take over. Redirect.
- Highlight the winning team and acknowledge the losing teams in a positive manner.

At the end of the game/presentation, you will have to reflect on the outcome of the activity. Write a report answering the following questions:

- Was it successful?
- What did you and your teammates do well? What was lacking?
- Were you and your teammates leaders?
- What would you have done differently in order to change the outcome?
- What were your expectations? Were your expectations met?

This is a summative evaluation. I will be evaluating you based on all of the above criteria. Furthermore, I will be evaluating you as a game participant.

