

Breakout Rooms:

Week 11: Team Gemstone Part 1

Materials:

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|--|---------------------------------------|
| <input type="checkbox"/> Lesson Plans and project sheets for SLs | <input type="checkbox"/> Hula hoops |
| <input type="checkbox"/> Team signs | <input type="checkbox"/> Pool noodles |
| <input type="checkbox"/> Worksheets | <input type="checkbox"/> Scrap paper |
| <input type="checkbox"/> Lost on the Moon | |
| <input type="checkbox"/> Tape | |

LECTURE HALL

5:00 Announcements and class overview (10 minutes)

- Overview of class
- Registration reminder

SL SHOW

5:10 Name Game (approx. 10 minutes)

- Once you are situated in your breakout room, do a name game of your choice so the new team can get to know one another

5:20 Worksheet (approx. 30 minutes)

- Have each person on the team write or draw an answer to each question on the worksheet
- Once everyone has completed the worksheet, sit in a circle and discuss the answers
- Once everyone has shared, please collect the worksheets and have the team spend 5 minutes coming up with a 3-5 sentence summary of their project for Gemstone to use as a brief pitch to describe the project at this point

5:50 Human Knot, Traffic Jam, and/or Helium Stick (approx. 15 minutes)

- Human Knot: http://leadership.uoregon.edu/resources/exercises_tips/team_builders/human_knot
- Traffic Jam (printed directions and scrap paper provided): <http://mrgym.com/Cooperatives/TrafficJam.htm>
- Helium Stick (use hula hoop or pool noodle): <http://www.wilderdom.com/games/descriptions/HeliumStick.html>

6:05 Lost on the Moon Simulation (approx. 25 minutes)

- Worksheet: <http://www.kathimitchell.com/lost.htm>
- Solution (DO NOT SHARE until afterwards): <http://www.kathimitchell.com/moonans.htm>
- Printed copies provided

6:30 Yellow ball (approx. 15 minutes)

Objectives

- Participants will understand the role of chaos in organizations.
- Participants will analyze prioritizing multiple goals in an organization.

Set-up

- Arrange the group in a circle facing each another. Go over the basic tenets of improvisational theater (or improv):
 1. No blocking: Saying “no” will end a scene.
 2. Yes And: When performing improv, it is important for group members to build upon one another’s ideas, so “yes, and” adds to the scene.

Instructions

1. “I will say a person’s name, name the object that I’m sending to that person, and the person receiving the object will acknowledge receipt by naming the object.” (*Note: you are sending an imaginary object)

Example:

Facilitator: Joe, Yellow Ball

Joe: Yellow Ball, Melissa, Yellow Ball

Melissa: Yellow Ball

2. As the group gets the hang of tossing the Yellow Ball, the facilitator should introduce other objects, such as a red ball, green ball, rubber chicken, hot coals, screaming baby. . .

3. When chaos arises stop the group and check-in on the status of the objects. Ask the group what they did well and what areas in which they could do better to maintain the location of all objects.

4. After a few minutes of brainstorming, try again keeping in mind what the group learned from the initial round.

5. Repeat what you did for the initial round with similar objects. (For photos visit:
<http://www.rit.edu/~slrbbu/improv.htm>)

Activity Discussion Questions

1. How does this activity relate to organizations of which you are a part?
2. How does this activity relate to the multiple balls you juggle in your life?
3. How do you prioritize what balls you catch?
4. How do you approach chaos in your organizations?

6:45 Wrap-up (approx. 15 minutes)

- Do another icebreaker/team builder if time permits
- Remind students to register for their section of 202 and 296
- Encourage team to set-up communication plan—Facebook group, Groupme, Email reflector...
- If they have a mentor in mind, have them write that on their worksheet/summary page so that Dr. Coale can follow-up.

AFTER CLASS – SLS:

- Collect nametags
- Update points for participation