

Team Tools Introduction

Version 1-1

- A starter set of contemporary principles, ground rules, and tools for scouting leaders to work together more effectively and more enjoyably

Lights In The Eyes

- Think of something pleasant and your eyes light up
- Look at someone lit up and you light up too
- When speaking and listening, keep asking... Lights On? Lights Off?
- Keep each other lit up –
Enthusiasm Achieves Results!

Ground Rules

- The evolution of cooperation
- Many can do more than one
- But only if there are agreed rules for working together
- What are YOUR ground rules for effective meetings?
- Is everyone following them?

Sample Ground Rules

- Discussion < 5 minutes
- Follow agenda
- Stay on Topic
- One conversation at a time
- All ideas are good
- Start on time / end on time
- Leave time to network
- Stop talking when you've made the sale
- Other: _____

What Are Talking Points?

- Everyone has a point of view
- Put yourself there
- Rephrase your points until they match the other's point of view
- When speaking and listening, keep asking... What's In It For *Them?*

Sample Talking Points

Purpose: To relate the benefits of Scouting to multiple Points of View.

Principals

- Scout leaders reinforce school values and priorities on homework - "school comes first"
- Reinforces school program - boys work on achievements related to what they study in school
- Reinforces community service, often to their schools
- Sets Boundaries and Expectations
- Structure for positive peer influence (Troop Guides, Den Chiefs, etc.)
- Community involvement

Parents

- Affordable to parents
- Program offers flexible schedule so boys still participate in arts and sports
- Constructive use of time
- All boys get opportunity to do and learn leadership role
- Promotes individualism and teamwork at the same time (i.e. Pinewood Derby, setting up a campsite)
- Opens up an alternative channel to talk to boys (e.g., in car on way to campout)
- Provides structure for increased interaction for family support and communication

All

- Scouting provides 6 of 8 at risk elements of the 40 Developmental Assets
- Lots of positive reinforcement (they are all winners)
- Open to all boys
- Programs that are useful to life training
- Builds boys self-esteem and confidence with age appropriate programs
- Safe and nurturing environment
- Multiple adult role models
- Gives boys direction and purpose
- Year-round program

What are Task Cycles?

“Agendas On Steroids...”

+ Purpose <= Task Cycle Context

+ Participants <= Task Cycle Context

+ Outcomes <= Task Cycle Context

+ Steps <= Traditional Agenda

+ Capabilities <= Task Cycle Context

= Task Cycle

What is the 40 Developmental Assets Model?

- The 40 Developmental Assets Model offers a practical standard to define goals to impact youth
- Research-based assets provide...
 - A common language for communicating to parents and organizations
 - Common ways to characterize time spent interacting with youth
 - Common measures for evaluating success

Sample Assets

External

- **Support** - Young people need to experience support, care, and love from their families, neighbors, and many others. They need organizations and institutions that provide positive, supportive environments.
- **Empowerment** - Young people need to be valued by their community and have opportunities to contribute to others. For this to occur, they must be safe and feel secure.
- **Boundaries and expectations** - Young people need to know what is expected of them and whether activities and behaviors are "in bounds" and "out of bounds."
- **Constructive use of time** - Young people need constructive, enriching opportunities for growth through creative activities, youth programs, congregational involvement, and quality time at home.

Internal

- **Commitment to learning** - Young people need to develop a lifelong commitment to education and learning.
- **Positive values** - Youth need to develop strong values that guide their choices.
- **Social competencies** - Young people need skills and competencies that equip them to make positive choices, to build relationships, and to succeed in life.
- **Positive identity** - Young people need a strong sense of their own power, purpose, worth, and promise.

"How Scouting Builds Strong Citizens 5 Ways"

1. Support - Positive Family Communication
2. Empowerment - Community Values Youth
3. Boundaries and Expectations - Adult Role Models
4. Constructive Use Of Time - Creative Activities
5. Social Competencies - Planning and Decision Making.

Recap

- Team Tools provide a starter set of common tools for scouting leaders to work together more effectively and more enjoyably
- For more information see...
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