

# Activity Template

---

## **Introduction:**

*There are many types of leaders. Some that tell, some that sell, some that delegate, and some that jump right in. Over the next 10 days you will be participating in the Government and Public Administrations cluster challenge. In these 10 days you will work through team skills activities and stay alert for when you can be a **leader** and when you need to be a **follower**.*

*This document will serve as your score card and you may have to record time(s) in some of the activities. Each activity will require a different number of participants, so you as a team may have to decide who “plays” and who “doesn’t.”*

## **Challenge:**

To get an understand the leader/follower relationship

### **There are 4 types of followers**

- Independent: the good ones
- Dependent: the yes people
- Alienated: the complainers
- Survivors: the ones that do just enough to get by

### **We also have 4 styles of leadership**

- Telling: my way or the highway
- Selling: trying to get them to buy into what we are doing
- Participating: jump in and help out
- Delegating: turn over control

## **Equipment:**

*Clipboard  
Pen/Pencil*

**Procedure:**

**Station Lock Master**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Cup Stacking**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Soccer Relay**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Shut The Box**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Australian Trolleys**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Blind Litter Carry**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Minefield**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Helium Hoop**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Corn Hole**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Hula Hoop Travel**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Station Marble Bridge**

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Scoring:**

**Station Lock Master**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

\_\_\_\_\_

**Station Cup Stacking**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

\_\_\_\_\_

**Station Soccer Relay**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

\_\_\_\_\_

**Station Shut The Box**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes) If a team successfully shuts the box deduct 2 minutes from total time.

---

**Station Australian Trolleys**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

---

**Station Blind Litter Carry**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

---

**Station Minefield**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

---

**Station Helium Hoop**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

---

**Station Corn Hole**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes).  
/deduct 15 seconds from total time for each successful toss.

---

---

**Station Hula Hoop Travel**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

---

**Station Marble Bridge**

Total Time on Station (Max 5 minutes unless not attempted then 6 minutes)

---

**Conclusion:**

*What is the best style of leadership?*

