

Leadership: Teamwork and Teambuilding

PO. 7, EO.1-2

Introduction

This lesson will discuss some of the most important building blocks of our program: how to work well in a team. It will also introduce the concept of firewatch. Begin the lesson by defining teamwork for the recruits, explain what teamwork looks like in the Young Marines, and explain the importance of always working well within the team. Introduce leadership as a key pillar in our program, and explain that before the recruits can become leaders, they must first learn to work together as a unit and to look out for each other. Go over the objectives for the day: to learn the duties of a team member and to understand firewatch which ties back into our principals of working together and watching out for the team.

Direct Instruction

Use the PowerPoint presentation to go over the duties and responsibilities of a team member. As you are presenting each point, make sure to stop periodically to ask questions and have the recruits give examples of what each duty would look like during drill meetings or in the field. Be sure to offer feedback as they are answering and repeat back their answers to them to clarify and extend their points. These examples will help them during their activity for this lesson. End the presentation by going over the duties of firewatch. Connect the two ideas by explaining that one example of a team member duty is conducting firewatch. Have the recruits make connections between the team member duties and the General Orders for firewatch i.e. state which duties firewatch would fall under. If they struggle with this activity, ask them questions to prompt the correct answer, but try to avoid leading questions or questions with yes or no answers that present the answers themselves or present them without requiring critical thought on the recruits' part.

Once you've gone over all of the necessary information, introduce the Young Marines who will be performing the teamwork skit. You will need to choose these Young Marines from your existing unit ahead of time and instruct them to create a skit demonstrating the team member duties. It would also be helpful if this could include a demonstration of the General Orders.

Independent/Group Practice

For practice, the Young Marines will work in their teams or small groups to create a skit or a cartoon/comic strip demonstrating all or assigned duties of a team member. You can assign which duties you want each group to do or allow them more creativity and assign a certain number of duties you want them to display. Direct them to use a scenario they would encounter within the Young Marines program where they would need to accomplish a task and to show how they would act as a team within the scenario to reach their goal.

You may want to break up the time for this skit or cartoon activity into two to three sections: brainstorming, outlining, and creating or drafting. Have them brainstorm ideas, make their topic choice, outline their material, and then put together their skit or cartoon. Be sure to have Adult Volunteers and recruit Instructors monitoring their progress and walking around the room to help when needed. This also acts as a real-time evaluation of their knowledge and understanding. Be sure that the instructors clear up any misconceptions as they arise. You will need to provide paper and coloring utensils for both the skits and the cartoons. You can decide which activity you want your recruits to participate in, or you can offer the choice to your recruits.

For a technology tool, you can also use www.toondoo.com which will allow the recruits to create a more polished comic strip. This will require access to computers, tablets, or other electronic

devices, though the tool will be harder to use on a cell phone. Recruits will need to create a free account in order to use this tool.

Evaluation

For the evaluation, have the groups or teams perform their skit or present their cartoon. After each team presents, ask for positive feedback from the other recruits and offer some yourself. Be sure to comment on what each group did well and ask the other recruits if they can think of any other situations that would fall under the same duties that each group presents. If any of the duties are not covered by the end of the presentations, ask the recruits for scenarios that may address them. Give them a few minutes to think of some in their teams before asking for responses.

End the lesson with a large or small group teambuilding activity and reminding the recruits that not only is teamwork important in their small teams, but also on the unit level. They need to be able to work for the betterment of the unit as a whole, especially when they're in the field.

You can find teambuilding activities at the websites below or choose your own.

- <http://online.brescia.edu/social-work-news/team-building-exercises/>
- <http://online.brescia.edu/social-work-news/team-building-exercises/>
- <https://unicefkidpower.org/fun-team-building-activities-for-kids/>
- <https://www.activekids.com/parenting-and-family/articles/16-fun-team-building-activities-for-kids>

For middle school ages:

- <https://www.teachthought.com/critical-thinking/10-team-building-games-that-promote-critical-thinking/>
- <https://www.scholastic.com/teachers/articles/teaching-content/great-group-games-team-building-kids/>
- <http://www.ventureteambuilding.co.uk/team-building-activities-for-teens/>

For high school ages:

- <https://www.sadlier.com/school/ela-blog/team-building-activities-for-high-school-students>
- <https://nobelcoaching.com/team-building-teens/>

Reflection

After the team building activity, have the recruits reflect on their past teamwork experiences including their lesson today. Have them think about and discuss positive and negative experiences, what to do if someone isn't being part of the team, what to do if they're told they aren't acting as part of the team, and the importance of teamwork especially in the Young Marines program.