LLAB 6 Group Leadership Problems

Important Covid-19 Protocol & Notes

- Cadets may not touch at any time
- Cadets must always maintain proper spacing
- No equipment besides paper or pens/pencils is necessary
- Review each GLP to determine what materials are needed to bring to training (should only be paper, pens, or pencils)
- Do not have any equipment trading hands between cadets
- Disregard any physical exercises described in the GLPs below
- See ***LLAB 6 GLP Eval References*** PDF for GLP procedures and grading criteria
- No formal evaluations will be conducted at LLAB 6

GLP # 3: RESCUE US!!!

OVERVIEW:

Your squadron has just survived a plane crash and all of your hands have been badly burned and your vision has been lost. You must be rescued within the next 20 minutes or else you will all die from your injuries.

MISSION:

The squadron must coordinate and form into two shapes concurrently, an "H" and an equilateral triangle in order for the rescue helicopter to see and rescue you.

CONDITIONS:

- No cadet can touch another with their hands; if you do the entire squadron must scatter. (Accidental contact is permitted.)
- All cadets will be blindfolded; anyone attempting to see will result in the entire squadron scattering.

EQUIPMENT:

None.

Notes:

- Accidental contact is NOT permitted – ensure your cadets do not touch and stop them if it is about to happen
- This GLP will be done in Flights, rather than Squadrons.

GLP 7: SHOW ME THE MONEY!!!

OVERVIEW:

Your group has been tasked to partake in a game of strategy whereupon you will use your logic, personal experience, and input from each other in order to earn the most money.

MISSION:

Your goal is to get as much money as possible at the end of the 10 rounds.

CONDITIONS:

- Your group cannot communicate with the other group, doing so will result in a penalty.

- There are two options to select from: "Red" or "Blue."
- Your group has 1 minute per round to deliberate which option you will choose.
- If both groups chooses "Red" then both group gets $300. If one group chooses "Red" and the other chooses "Blue" then the group that chooses "Red" loses $100 dollars and the group the chose "Blue" gains $400. If both groups choose "Blue" then both groups lose $300.

EQUIPMENT:

None.

GLP 14: Marching Tag

PROCESS:

Have flight split up into groups of two, need at least four teams to start. Have one person in the group be the leader, who will be the on calling marching commands. The other player will close their eyes (or blind fold), and will stand in front of the 'leader'. Have the teams start out on opposite sides of the field. The teams will try to march into one another's sides to take out the other teams. The team needs to march into the other team's side (not head-on). One team could, as an alternative, be designated as the 'IT' team, or you could have POC vs. GMC.

OBJECT:

Be last team remaining on the field. Out-march and maneuver the other teams so that your team can march into the other flights side.

CONDITIONS:

- Only the team 'leader' can call out commands to their partner (partner is silent)
- The follower (marcher) must keep their eyes open at all times
- Straying out-side of the boundaries results in a penalty
- Only regulation D&C commands can be called out

PREPERATION:

Set up a large, clearly marked field/playing area. Have the flight separated into groups consisting of two people each.

EQUIPMENT/MATERIALS:

Cones or something else to mark the boundaries of the 'marching' field.

GLP 33: TRAFFIC JAM

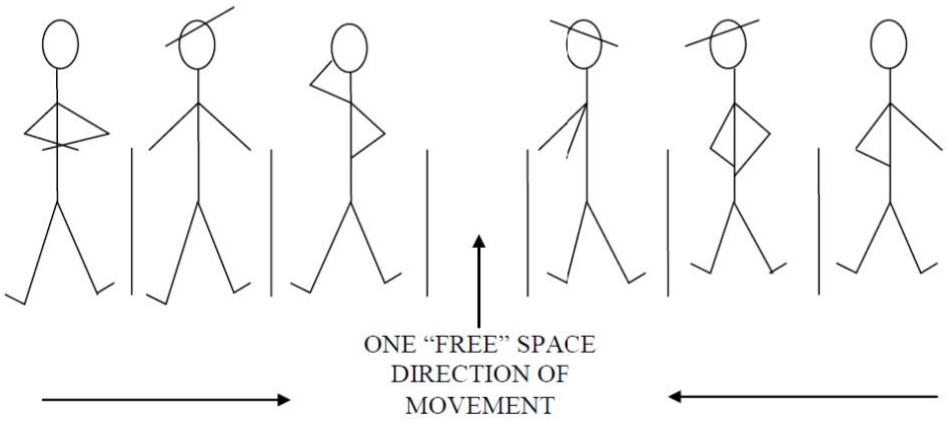
Purpose: To emphasize the importance of teamwork, communication, informal leadership, and the stages of group growth (forming, storming, norming, and performing).

Time Required: 10-15 Minutes

Materials: 7 pieces of paper
6 Students
Remaining students observe

Brief Outline:
This exercise can be set up basically anywhere. Place all seven pieces of paper in a line on the floor approximately one foot apart from each other. Have each student stand on a piece of paper leaving the one in the center empty. All students will face the center "free" space. The objective is for the teams to exchange places.

The rules are: Only one person can move at a time, you can move either directly into a "free" space or else by passing a member of the other team. A pass is simply going around the person and into the "free" space. You can only pass one person at a time. You may not, at any time, pass members of your own team. Team members can only go in one direction. In other words, once you have moved forward you cannot move backwards at any time. If the attempt is unsuccessful all team members must return to their original place and start over.



To make it more difficult you can:

- Blindfold 1-2 members on each team
- Do not allow anyone to verbally communicate
- Allow one team to talk, but they can't verbally communicate to the other team
- Whatever else you can come up with to make it more difficult

Debrief: Discuss the role of an informal leader and if one emerged, the importance of clear communication to all team members, teamwork, and the different stages of group growth.

Notes:

- Have cadets stand at least 10 feet apart

Disabled Flight

Choose 3 cadets: assign each of these cadets either the ability of sight, speech, or movement; however they will be disabled in the other two abilities. Have them navigate the flight to a desired point of your choosing.

Notes:

- One solution is to carry the cadet who can't move – don't let cadets try this approach

GLP 9: Who Knows Who?

9.
a) Split the flight into two separate teams and have them write one interesting fact about themselves that no one would know.
b) Compile them on one sheet of paper and give it to the other team.
c) Give the flight a few minutes to work together in their teams to match the person from the other team to the interesting fact on the sheet.
d) Come together, go over the list and see what everyone put down. Provide feedback for them on the exercise.

Notes:

- To prevent passing paper around, designate one POC per group to write the facts for everyone

Title: Number Sort

Purpose: Practice listening and communication skills under a time constraint with an achievable objective

Time Required: 10 min

Brief Outline: Cadets will be given a random number (1-99) by the Flt/CC. These numbers should not be in consecutive order (i.e. 1-20). Have the cadets line up in a line facing out (not one in front of the other and about 2-3 feet apart). Give the cadets 10 minutes to execute a sorting algorithm that results in all cadets lined up in sequential order. Cadets are only allowed to talk to the cadet on either side and all communication must be in a whisper. If the Flt/CC hears any noises that can be heard by cadets not on either side of the speaking cadet he/she will give the entire team a warning. Cadets can only move once to find their correct location. This movement can be to any other place in the line between, in front, or behind another cadet. They are not replacing anyone with this movement.

Directions to Cadets:

"For today's group leadership problem each one of you has been given a number between 1-99. When I say go you will have 10 minutes to get in the correct sequential order with the smallest number on the left and the largest number on the right. You may only communicate to the cadets on either side of you and all communication must be done in a whisper so that your fellow teammates cannot hear if they are not on your immediate right or left. You may only move out of position to insert yourself into the line at your correct position one time. Once you have moved you are not allowed to move again. If I see any violations I will call a warning. You are allowed 2 warnings before the exercise is terminated and you are asked to stop. Are there any questions?"

Challenges: communication limited only to neighboring cadets, limited movement, remembering the information you heard and passing to another, not knowing what the smallest (or largest) number is in the sequence

Debrief questions:

1) What was the most difficult challenge you faced?
2) How did the communication barrier affect your ability to accomplish the mission?
3) Was the objective easily understood by all?
4) Ask different cadets whether they felt like they knew what was going on at different points during the exercise.
5) Was there a leader? How did you know?
6) Would this have been easier if I had given you 3 min to plan before execution? How would this have changed your approach?

Notes:

- Have cadets space out at least 10 feet apart – it'll make whispering more difficult but it can challenge them to come up with a creative solution
- This should be extra fun with masks :)

Blind Leading the Blind

Time: 15-30 mins

Supplies: Blindfold, cones, and stopwatch

Objective: The objective is to keep their flight within the cones using specific and direct commands. Evaluate the cadet's ability to effectively assess the situation and develop a plan of action to achieve the goal.

Directions:

One cadet is designated as the Flight Commander and will be blindfolded. The Flt/CC will be given a scenario in which he/she will have to guide their flight to a designated location. They will be given 3 minutes to review their scenario card and brainstorm their plan of action. During the execution the flight members must remain silent. The Flt/CC will be given 10 minutes to maneuver the flight around the designated area.

Scenarios:

1. March the Flight
2. Obstacles (maneuver the Flt around an obstacle)