

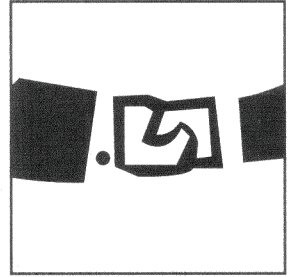
SELF-DISCLOSURE INTRODUCTIONS-1

OBJECTIVES

To provide innovative ways of introducing members to each other.

To build team spirit by helping members to learn more about each other.

To help establish self-disclosure as a team norm.



MATERIALS REQUIRED

None.

PROCEDURE

Instruct participants to take two items (e.g., family pictures, credit cards, rabbits' feet) from their purses, wallets, or pockets.

When introducing themselves to the group, they should use whatever they took out to help describe themselves in at least two ways (e.g., "I am superstitious"; "I'm such a tightwad that this is the first dollar I ever earned").

TIPS

Allow 1 minute per person.

This activity is not limited to use with newly formed teams. It can also be effective as a meeting warm-up with established teams. When introducing the activity to groups whose members already know each other, point out that there is always something new team members can learn about each other that will increase rapport and make the team members aware of each other's strengths and applicable experiences.

IF YOU HAVE MORE TIME

Combine this activity with another one of the self-disclosure introductions.

DEPARTMENT X-Y-Z

OBJECTIVES

- To build a spirit of teamwork.
- To practice creativity.
- To practice informal speaking skills.

MATERIALS REQUIRED

3 × 5 cards.

PROCEDURE

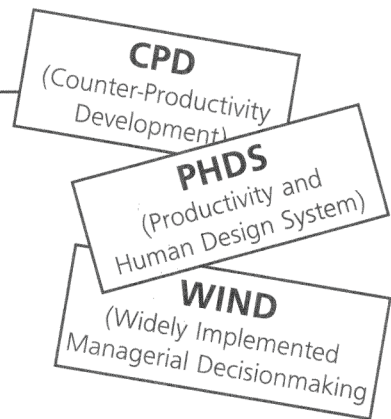
Break the team into subgroups of about 5 people each.

Give each subgroup a card with a nonsensical acronym (3–4 letters) printed on it and the task of using it to develop a new name for the team.

The subgroup then brainstorms and decides what the letters might stand for and describes to the total team the name of their new department. An example could be PHDS. The team might create Productivity and Human Design Systems and then go on and report the activities and scope of this mythical department. (Allow several minutes for brainstorming and 1–2 minutes for each team report.)

DISCUSSION QUESTIONS

1. What other names did your group consider?
2. How did the group make its selection?
3. In what ways does your team's new name open up opportunities? In what ways does it limit its flexibility?



IF YOU HAVE MORE TIME

In addition to having each team describe its new name, have them do the following: Explain this mythical department's objectives, describe its scope, and report on its typical activities. (Allow 8–10 minutes for brainstorming and 3–4 minutes for each team report.) A panel could be named to select the winning team.

TIPS

Let the group select the most creative team name, and award a prize to its members.