the **forum**
FOR YOUTH INVESTMENT

Fostering Teamwork

Weikart Team

8/27/24

Social & Emotional Learning Pyramid of Program Quality

- Supporting Plans & Goals
- Supporting Youth Interests
- Furthering Learning

ENGAGING ENVIRONMENT

- Cultivating Empathy
- Promoting Responsibility & Leadership
- Fostering Teamwork

INTERACTIVE ENVIRONMENT

- Fostering Growth Mindset
- Scaffolding Learning
- Emotion Coaching

SUPPORTIVE ENVIRONMENT

- Creating Safe Spaces
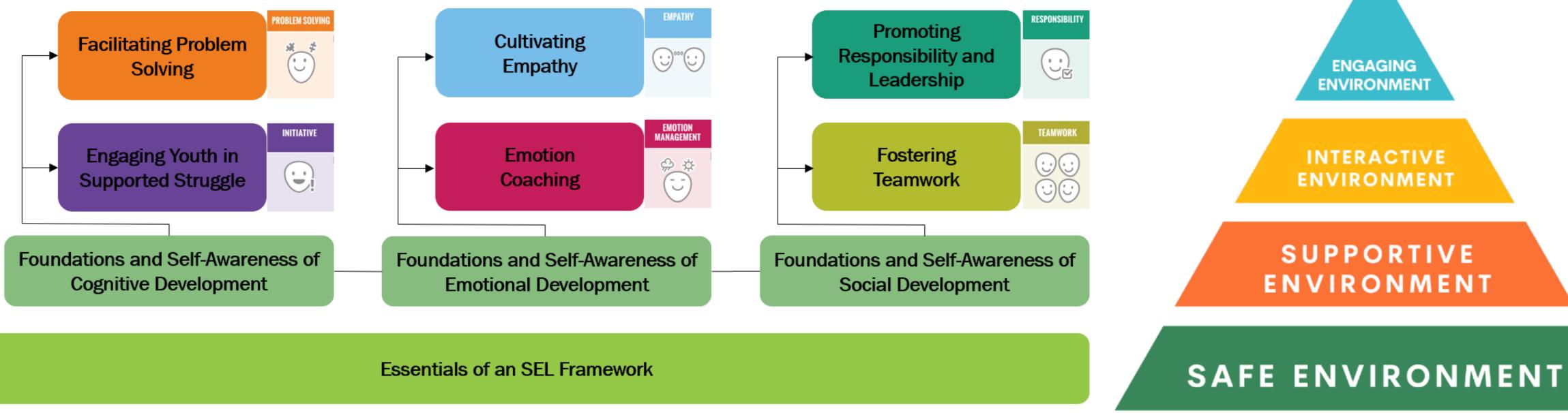
SAFE ENVIRONMENT

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CENTER FOR YOUTH
PROGRAM QUALITY

The Parallel Process

Learning Objectives

Participants will be able to:

- define teamwork and understand its role within an SEL framework;

- apply 2-3 norm-building techniques;

- list 2-3 facilitation skills that build group identity and trust among youth;

Agenda

- Welcome and Setting the Stage

- Opening Activity

- Central Ideas and Practice

- Implementation

- Closing and Reflection

Housekeeping

- Take care of your needs

- Bathroom location

- Please silence your cell phone
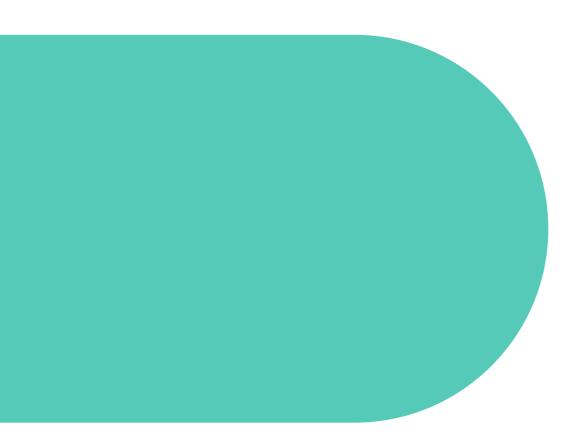
- Parking lot

Team Mascot

Opening Activity

Team Mascots

- Choose one card that your group thinks could be a mascot for our (entire) group. Discuss within your group how your image represents the larger group.

- Once your group chooses your card, find another group to join and repeat until one card is chosen to represent the entire group.

Debrief

Fostering Teamwork

Central Ideas and Practice

Preparing Youth to Thrive:
Key Youth Experiences in Teamwork

Teamwork is...

abilities to collaborate and coordinate actions with others.

KEY YOUTH EXPERIENCES   YE

TRUST AND COHESION. Youth develop group cohesion and trust.

Youth participate in work teams that (T1) develop cohesion and trusting relationships and (T2) a sense of group identity and purpose.

COLLABORATION. Youth participate in successful collaboration.

(T3) Youth work together toward shared goals.
(T4) Youth practice effective communications skills (e.g., turn-taking, active listening, respectful disagreement).
(T5) Each group member's contribution is valued and affirmed.

TEAM CHALLENGE. Youth manage challenges to creating and maintaining effective working relationships.

(T6) Youth practice managing the challenges of group work, such as miscommunication, obstructive behavior, and conflict over goals and methods.

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Preparing Youth to Thrive: Staff Practices

STAFF PRACTICES `SP`

STRUCTURE. Staff provide programs with norms and structure.

(T7) Staff help youth cultivate norms and rituals for effective group work.

MODELING. Staff model teamwork skills with youth.

(T8) Staff model sensitive and high-level interpersonal functioning in staff-youth and staff-staff interactions.

FACILITATING. Staff facilitate or intervene as needed to foster or sustain youth-led group dynamics and successful collaboration.

(T9) Staff facilitate or intervene as needed to foster or sustain youth-led group dynamics. This includes:
  a) cultivating mutual accountability (e.g., by communicating the importance of all youth's successful contributions to the group's work) (See also Responsibility);
  b) intervening only as needed, allowing youth to lead group processes;
  c) helping to manage individuals' personalities when warranted (e.g., through one-on-one conversations before, during, or after a group activity);
  d) diffusing unconstructive conflict, regrouping, reorganizing, getting group back on track and functioning well.

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Robot Constructions

Practice Activity

Robot Construction Planning, p. 9

- GROUP:
    1. Decide on a robot idea/design that will help you become more efficient in the kitchen,
    2. Assign roles to members in your group
        a) There may be more than one member assuming the same role.
    3. Spend time planning.
    4. Be ready to share your pitch!

Robot Construction Planning,

ROLES:

- **Designer(s)**: creates the blueprint by taking notes and drawing ideas about robot designs before construction

- **Builder(s):** responsible taking the lead on building(drawing) the robot with the assistance of the group.

- **Marketer(s):** responsible for coming up with and preparing the pitch about the robot's functionalities, will serve as the speaker to report out

- **Morale Booster(s)/Timekeeper(s):** keeps the group on task and time but also serves to motivate the group and support morale
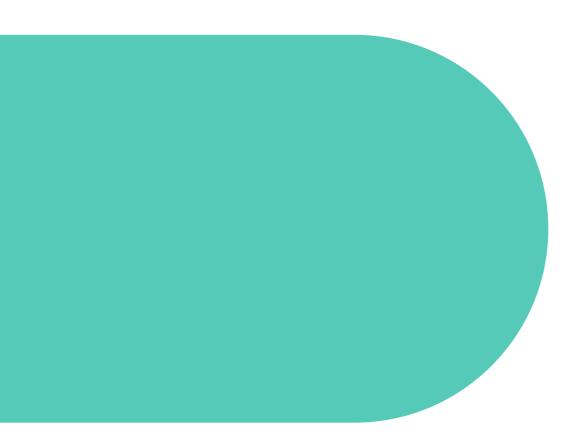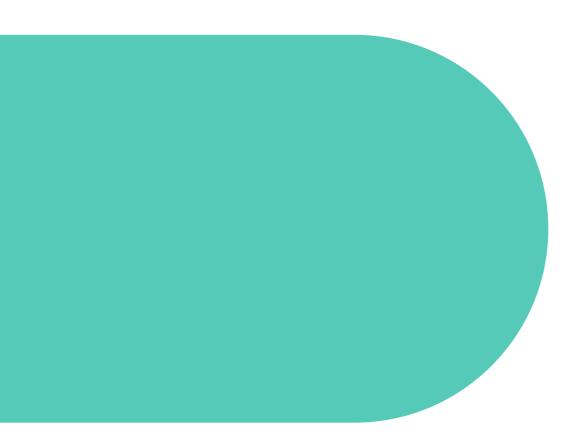
Robot Pitches

Debrief

Taking it Back

Implementation Plan

Debrief

Parking Lot, Evaluations, and Reflection

Closing

Pats on the Back

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