SC&YLT Flip and Match Leadership Styles

RED COAT TRAILLeadership: Becoming a Leader



The Adventure:

Different situations call for different kinds of leadership. A lot depends on the people being led and whether they are comfortable, happy and cooperative. If, however, a group being led is grumpy, stressed out or confused (or all three!), things can be more challenging.

In Patrols, act out a scene based on a prompt given to you by your facilitator. The scene your Patrol will be given will include both a challenge and a leadership style for one Scout in your Patrol to model in your short skit. Show how useful the leadership style can be. Is it a good fit for the situation, or would another leadership style work better?

Safety Note:

- How can you stay safe while acting out your skits?
- Be aware of any hazards where you are sharing this adventure. Clear your "stage" of anything that somebody could trip or slip on.



Why good leaders make you feel safe



Plan:

- Who wants to act stuff out?
- Who will be the leader in your skit? How will you choose?
- How will you decide how your Lair would react to the leadership style your facilitator assigned?

Do:

- Act out your short scenes for the rest of the group.
- · Be a good audience for others.

Review:

- What do you know now that you did not know before?
- What did you notice about the first scenario? What did you like, what didn't work well and why do you think it went the way it did?
- What did you notice about the second scenario? What did you like, what didn't work well and why do you think it went the way it did?
- What is your favourite leadership style? Why?

Definitions—leadership styles

Consensus—general agreement

Autocratic—a leader who has absolute power

Free rein—power to do what one pleases

Caring Guide—a leader who receives the ideas of the group and guides the planning



It starts with Scouts.

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