Please form teams of 5

6 Months

4-5 Courses Per Periods

4 Periods

16 + Team Projects

MM-DD Orientation 2019 Dr. Wayne Rawcliffe



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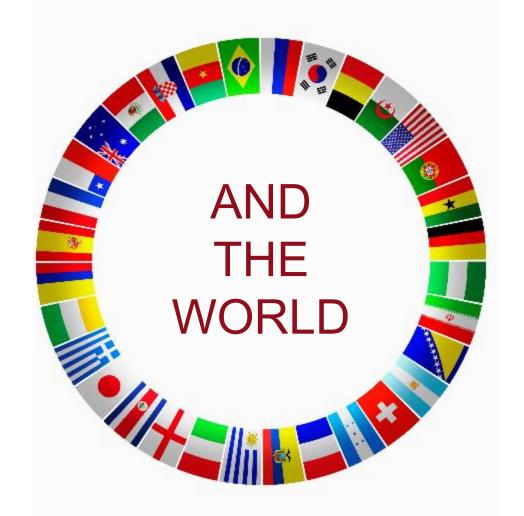
INVITATION

CHOICE

OPPORTUNITY



EXPERIENCE YOURSELF



THROUGH NEW EYES

BUILD COMMUNITY

Sauder MM Program UBC Blogs

1





Foundations of Self Awareness



- Debrief the "ropes" activity
- **Death in the Desert**: Group problem solving
- Johari Window: Advocacy and Inquiry
- **Feedback**: Giving and Getting
- Review

Explore the Wisdom of Teams



Death in the Desert Group Problem Solving





Group Problem Solving

- Objective: solve the riddle.
- 1 member of your group knows the answer.
- Group must discover the answer.
- You can only ask "yes" or, "no" questions.

"A man was found dead in the desert.

Near him was a package.

If he had opened the package, he would not have died.

What was in the package?"



Was this difficult?

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Were your ideas heard?

Did you lose track of a really good idea, an idea that had you on the right track?

What happened?

Why did it happen?

Dr. Wayne Rawcliffe





Dr. Wayne Rawcliffe

Did you made (initial) assumptions (the desert caused his death) before getting all the information?

How successful were you at clarifying information?



How can you take what you've learned from this exercise and use it in this program?

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Johari Window Advocacy and Inquiry







Activity

Step 1. You have a list of 55 adjectives. Identify 1 person to be the "participant". The participant reviews the 55 adjectives and picks 5 or 6 that describes their personality. The group use the same list and together pick 5 or 6 adjectives they think describe the participant.

Step 2. The participant shows adjectives to the team in silence. The team show adjectives in silence. Notice similarities and differences. Do not discuss.

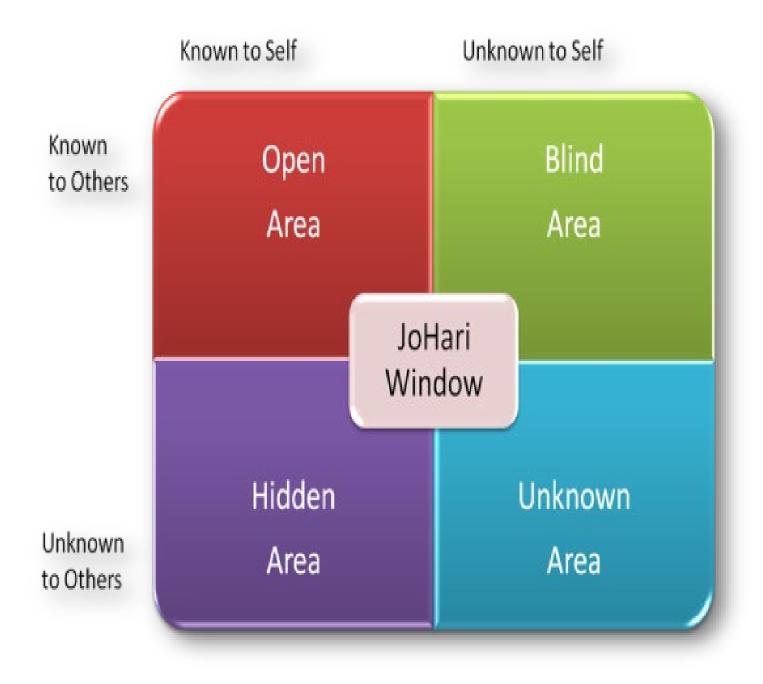
Step 3. Repeat until each member of the group has had a turn.

HARRY INGHAM



JOSEPH LUFT







JoHari Window

- "Open" area represents things that I know about myself and that you know about me.
- "Blind" are things that you know about me that I am unaware of.
- "Hidden" area represents things that I know about myself that you do not know.
- The "unknown" quadrant represents things that I do not know about myself, and you do not know about me.





It was six men of Indostan To learning much inclined, Who went to see the Elephant (Though all of them were blind), That each by observation Might satisfy his mind.

The *First* approach'd the Elephant, And happening to fall Against his broad and sturdy side, At once began to bawl: "God bless me! but the Elephant Is very like a wall!"

The *Second*, feeling of the tusk, Cried, -"Ho! what have we here So very round and smooth and sharp? To me 'tis mighty clear This wonder of an Elephant Is very like a spear!"

Blind Men & The Elephant

The *Third* approached the animal, And happening to take The squirming trunk within his hands, Thus boldly up and spake: "I see," quoth he, "the Elephant Is very like a snake!"

The *Fourth* reached out his eager hand, And felt about the knee. "What most this wondrous beast is like Is mighty plain," quoth he, "'Tis clear enough the Elephant Is very like a tree!"

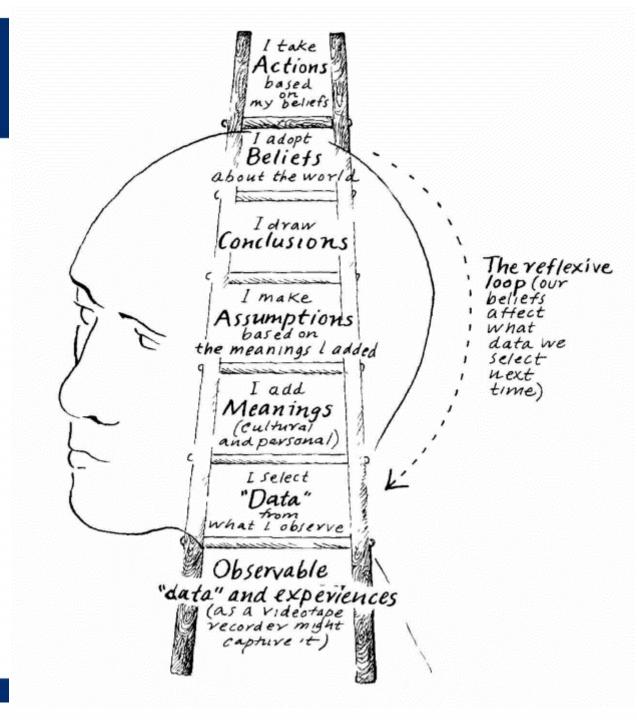
The *Fifth*, who chanced to touch the ear, Said: "E'en the blindest man Can tell what this resembles most; Deny the fact who can, This marvel of an Elephant Is very like a fan!" The *Sixth* no sooner had begun About the beast to grope, Then, seizing on the swinging tail That fell within his scope, "I see," quoth he, "the Elephant Is very like a rope!"

And so these men of Indostan Disputed loud and long, Each in his own opinion Exceeding stiff and strong, Though each was partly in the right, And all were in the wrong!





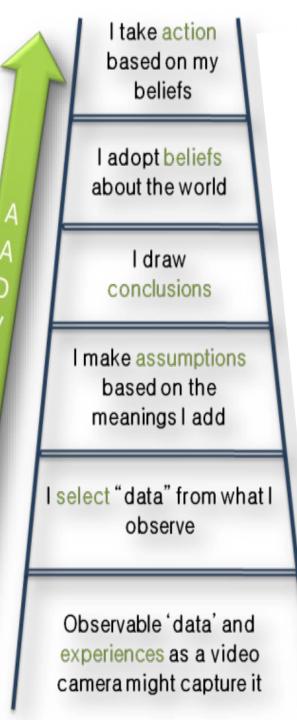
Chris Argiris's Ladder of Inference





Advocacy & Inquiry

Advocacy makes the process of your reasoning explicit and open to public examination.



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Advocacy & Inquiry

Inquiry is inviting others to express their views and describe their reasoning process.

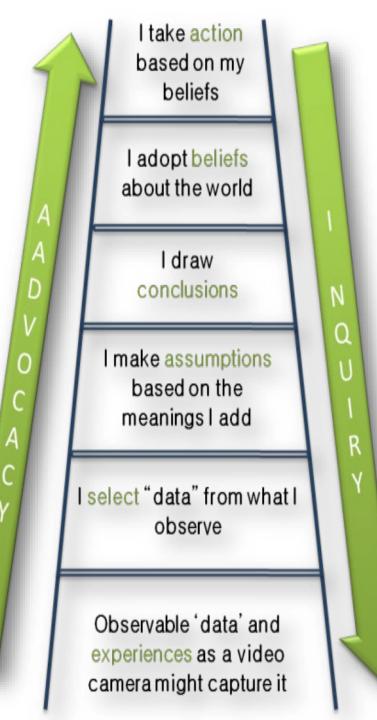






Advocacy & Inquiry

By balancing **advocacy** (telling) with **inquiry** (asking) you ultimately improve the quality of your conversations and relationships through more effective communication.



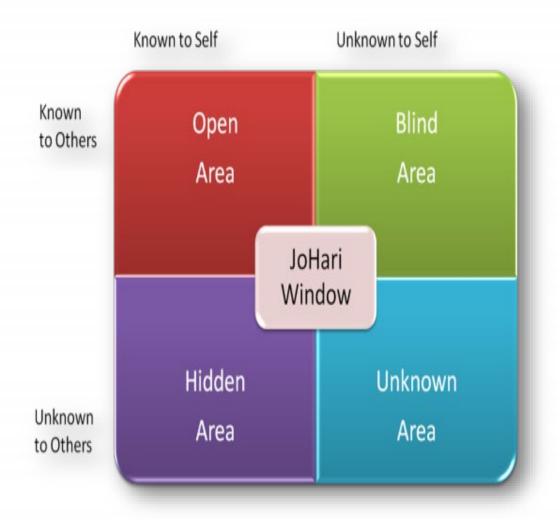


Improving Inquiry & Advocacy

- State the assumptions and data you used that led to your view.
- Make your reasoning explicit.
- Provide concrete examples.
- Encourage others to explore your thinking, assumptions and data.
- Ask other to explain their thought process.
- Ask questions that help to gain insight into why people have the views that they do.
- Explain how your questions help to clarify you concerns and assumptions.
- When advocating, keep listening, remaining open to different viewpoints.



Johari Window Activity

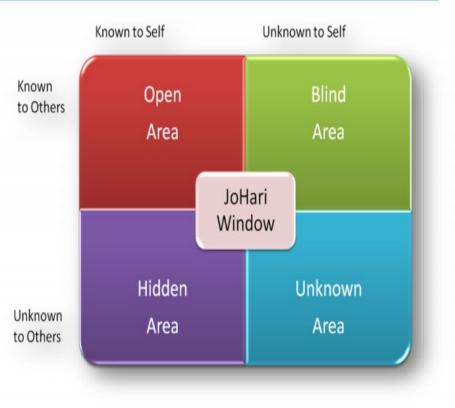


Use the Johari window framework to apply inquiry and advocacy to improve awareness of self and others in order to improve team communication and relationship skills.



Johari Window Activity

- Step 1. Subject describes why they selected the adjectives, what they mean, and examples when they exhibited the adjective. Only clarifying questions may be asked.
- Step 2 Then the group describes their adjectives and why, providing examples where the adjective's characteristics where observed.





Johari Window Activity

- Step 3 Subject and group ask questions (inquiry) to gain a better understanding of those attributes that everyone agrees upon (open), those attributes that only the subject choose (closed) and those attributes that the group picked but the subject did not (blind). Discuss anything surprising.
 - Subject and group may disclose thoughts, feelings, perspectives, thoughts, assumptions that they made in this process. This helps the group to "observe" thinking through advocacy.
 - By making your thinking visible to others they can see why and how you got to your conclusion.

Step 4. Repeat until each person has had a turn.



Feedback Improving Team Performance





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Feedback is a tool that enhances self awareness.

Opens the "**blind**" window





Feedback

- Speed dating method to capture feedback ideas.
 - Flipcharts have been placed around the room.
 - At each flipchart you will lists tools, methods, principles for giving or receiving feedback effectively.
 - Each teams start at one of the flipchart stations.
 - Choose a facilitator to capture the team's discussion
 - After three minutes the teams move to the next station.
 - The team's facilitator remains at their station to review the team's discussion with the next team.
 - New ideas, nuances, etc. are captured and added to the list.
 - Rounds continue until all teams have contributed to 5 stations.

Flipchart Topics

- 1. How do you like to receive feedback?
- 2. What does effective feedback "look like"?
- 3. What should someone giving feedback never do?
- 4. What should someone giving feedback always do?
- 5. Describe what happened when you received feedback that changed your behaviour?
- 6. What scares you about receiving feedback?
- 7. What scares you about giving feedback?
- 8. What makes amazing feedback different from crappy feedback?
- 9. What is the best time/place to give/receive feedback?
- 10. Who should deliver feedback?
- 11. TIPS for giving/receiving AMAZING feedback?



