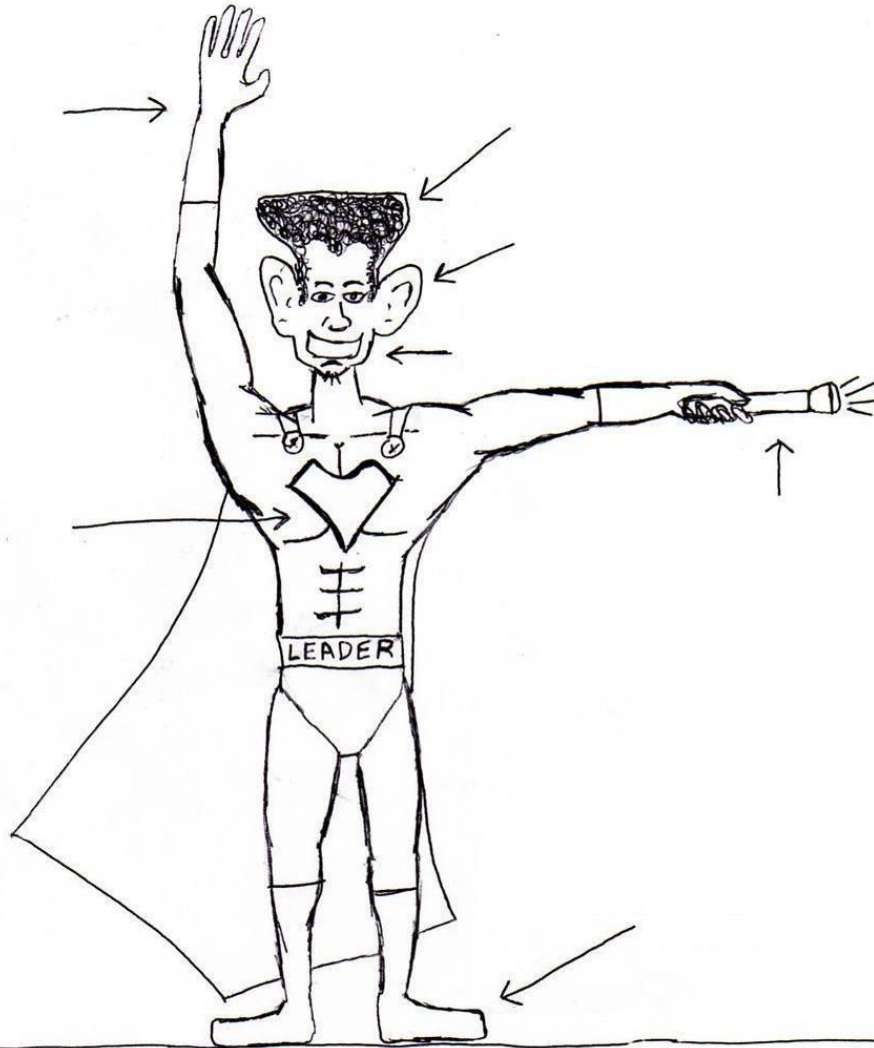




## **Materials & Diagrams**

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# SUPER LEADER



|    |    |
|----|----|
| 1. | 4. |
| 2. | 5. |
| 3. | 6. |

"Lights"  
**REFLECT**

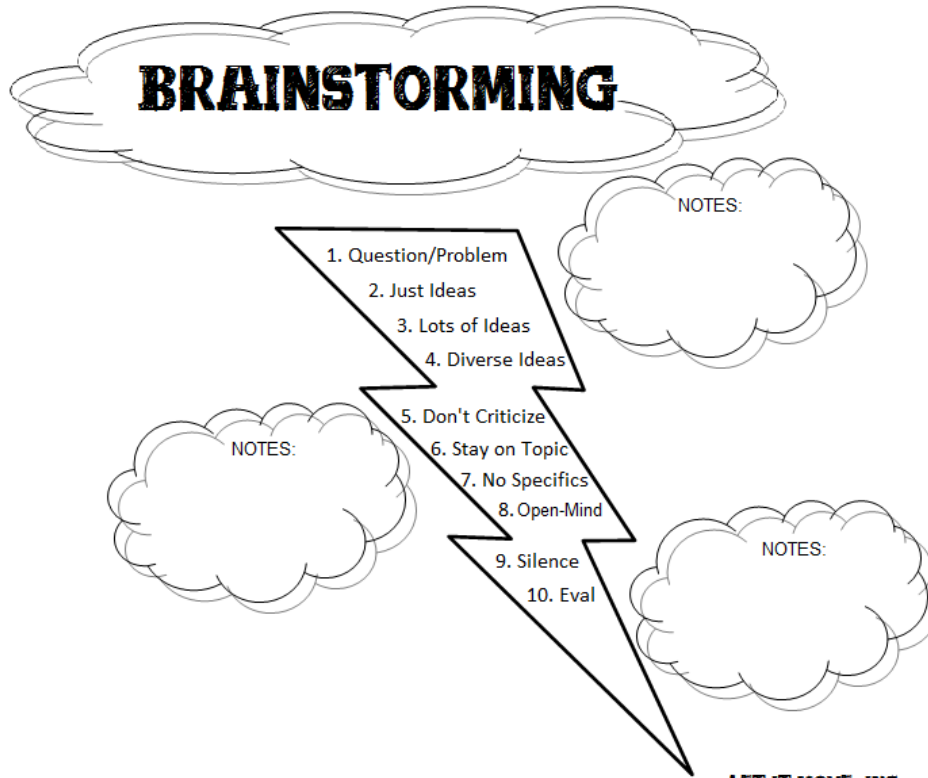


**ACT**  
"Action"

**PREPARE**  
"Camera"

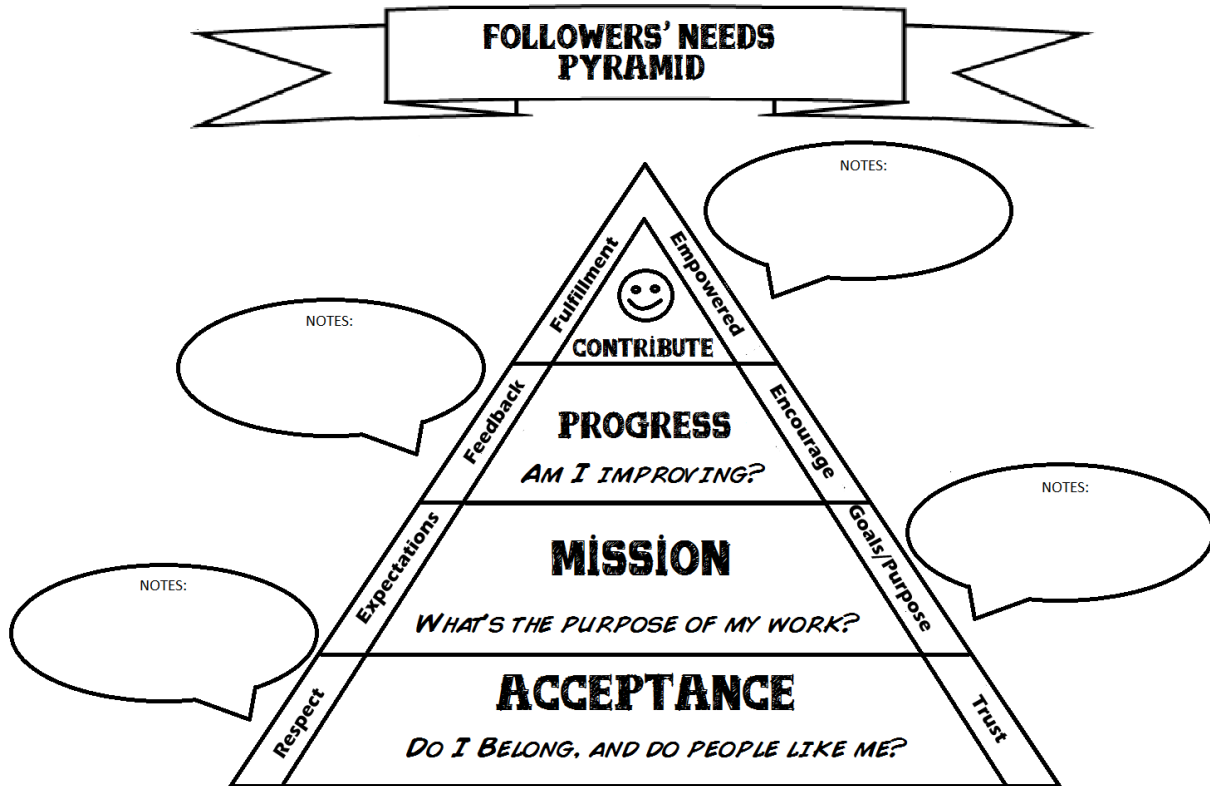


A.



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B.



C.



**NOTES:**

D.

Look at eyes

Increase understanding by asking questions

Seek the main points

Throw out distractions and biases

Empathize with talker

Navigate away from advice and towards support



E.



F.

## **IGNITING GROUP MOTIVATION**

1. Lead by example.
2. Convey the benefits.
3. Convey the negatives of NOT doing the project.
4. Help them see the BIG picture.
5. Put them in charge.
6. Do NOT negatively coerce.
7. Give credit and praise
8. Acknowledge negatives, accentuate positives.
9. Find out what the members' needs are.
10. Create small victories.



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