

# Summer Leadership Seminars



presented by NYLT staff

## Seminar #3 Notes

### **If your Unit Leader or Scoutmaster asks...**

These seminars provide Scouts opportunities to continue their leadership development despite the cancellation of summer NYLT. The fast-paced, 50 minute presentations are not a substitute for a NYLT course but allow Scouts to examine important leadership topics

# Summer Leadership Seminar #3 Notes:

## Mastering the Art of Improvement

### Evaluating an Activity

We played a kahoot (<https://kahoot.it>), similar to a Quizizz (<https://quizizz.com>) to have a **\*Shared Experience\*** to evaluate.

**Tip:** Use these trivia games in your own meeting but be careful... overusing them can get *old* quickly. Find other quick ice-breaker or online challenges to keep your events fresh and interesting.

**Tip #2:** ASK Scouts if they would like to play games again and accept all feedback.

**Tip #3:** It's better to "leave them wanting more" than overplaying a game until only a few Scouts still enjoy the experience.

### Reflection and Evaluation: Three Steps of Debriefing

#### 1. General Questions: (What did we do? How did we do it?)

These questions may seem self-explanatory, but having a common definition is crucial.

#### 2. Critical Thinking Questions (What did you think about the event?)

These questions are meant to have the participants think about the activity and guide them to the lessons you planned to teach through it. Even if a game is simply meant to facilitate team bonding, ensure they understand the activity's true purpose.

#### 3. Evaluation Questions (How can we make this better?)

These questions are for you as the leader. Take note of group feedback and apply it in future activities. Paying attention to what activities are liked and disliked can help plan future events.

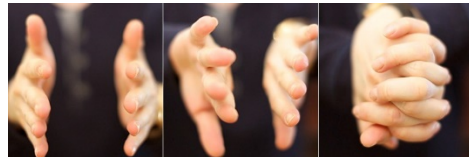
### "Magic Trick": Unlocking Hands

See at longer explanation:

<https://www.youtube.com/watch?v=QVddsRdDjv0>

For other simple magic see:

<https://mindblowingmagic.com/magic-tricks-with-your-hands-top-10-list/>



### Start, Stop, Continue

Start—"What should we be doing that will make things better?"

Stop—"What should we stop doing because it isn't helping?"

Continue—"What is our strength and is working well that we want to continue doing?"

**Bringing it Home:** Rely on your Scribe to run debriefs. They will keep notes and set future expectations and goals.

**Tip:** Try to make the SSC as conversational as possible. Practice developing a flow that keeps everyone contributing and engaged. That's easier said than done, but do your best and you'll do fine!

**Tip #2** (from attendee): When the efforts of a specific person are being evaluated, they must be the first person to comment.

As a leader you're trying to help **everyone** improve... that's what makes you valuable to the team. This is an important part of **Servant Leadership**.

# Summer Leadership Seminar #3 Notes:

## Mastering the Art of Improvement

Your Answers about what to Start, Stop and Continue in your home Units

Start	Stop	Continue
<ul style="list-style-type: none"> <li>• more requirements</li> <li>• more patrol time</li> <li>• start using ssc</li> <li>• get more feedback</li> <li>• more campouts/outings</li> <li>• more joke breaks</li> <li>• add kahoot, different from other game we've used</li> <li>• do more merit badges</li> <li>• start working on eagle required merit badges</li> <li>• more merit badge coverage</li> <li>• use ssc more</li> <li>• apply other lessons</li> <li>• do kahoot'</li> </ul>	<ul style="list-style-type: none"> <li>• long lectures</li> <li>• distractions like talking</li> <li>• too many games</li> <li>• low attendance</li> <li>• announcements at beginning of meeting are confusing, maybe share screen with bullet points</li> <li>• bad behavior</li> <li>• stop boring presentations</li> <li>• long presentations</li> <li>• chat function is fun but distracting</li> <li>• stop other distractions</li> <li>• long announcements</li> </ul>	<ul style="list-style-type: none"> <li>• interaction with all the scouts</li> <li>• doing a kahoot or other game every once in a while</li> <li>• continue using edge method in requirements</li> <li>• having a fixed time for merit badge presentations, so people know when they have to be logged in, even if they can't make whole meeting</li> <li>• interaction with all the scouts</li> <li>• fun games</li> <li>• online leadership organization &amp; opportunities</li> <li>• slideshows</li> <li>• road to first class every week</li> <li>• getting scouts engaged</li> <li>• opening ceremony</li> <li>• continue having quizziz</li> </ul>

### Scoutmaster Minute

Our seminar has been about **improvement**... improving your **Unit** and improving **yourself**. Just as a flame needs heat, air and fuel to survive, so too, Improvement requires a few things. For instance, giving and receiving **feedback** is necessary for developing and improving.

It should not be about **criticism** and never done in **anger**, but about **achieving genuine growth**.

Givers and receivers of helpful feedback **must be in the right frame of mind** and **open to hearing** ways to improve, otherwise it might be more damaging than helpful.

Scouting offers us all great opportunities to try new things. Youth get to take on **leadership positions**, and adults get to mentor some **truly impressive youth... YOU!**

Programs like **NYLT** provide great ways to improve your leadership skills. I hope you take every opportunity you have in your Unit to make meetings and events better than the last.

By doing this you will be carrying on the flame of leadership, setting an example to others, leaving a legacy, and delivering **true Servant Leadership**.