

FANTASY: A TEAM BUILDING PROJECT

The purpose of the teams in this course is to enhance your opportunity for personal learning and development through hands-on experience with what is necessary for creating and maintaining effective teams. In order for this to happen successfully, members of a team must be able to spend some undisturbed time together without being too occupied with the usual kinds of task demands. This project is designed to provide you with this kind of “team building” at the outset of the term.

Assignment:

(1) **Meet and Create A Member Page (this will be page 2 of the Fantasy Project Report):** Find a private and relaxed place to meet together for about an hour for the purpose of really getting to know one another. Consider booking a room (a link is on the main class website). Everyone should come with an INDIVIDUAL (probably digital) PICTURE of him/herself and prepared to cover such matters as hometown, family, and high school backgrounds as well as present endeavours (both academic and nonacademic). Pay attention to areas of special interest and expertise, opinions about local, national and international affairs, trends in the society, concerns, dreams and ideas about life and career goals... Give each member sufficient time to “tell his/her story” completely, including what they are most interested in working on for self development, then proceed to the next member. ON A SINGLE PAGE – CREATE A SUMMARY OF HIGHLIGHTS ABOUT YOUR MEMBERS (plus their pictures). Try also to find commonalities between team members so that each highlight is not merely a list of individual characteristics of the focal member, but rather connects with others so that the reader gets a picture of the “team” as a whole.

(2) **Meet and Create a Project Page (this will be page 3 of the Fantasy Project Report):** After you have completed part (1), and preferably at another session, use a “brainstorming” type of discussion to bring up fantasy projects that your group might enjoy doing together. Ask for input from everyone and entertain every suggestion without criticism. Do not be concerned with any resource or reality constraints (e.g., time or money). Assume that you can do anything you consider worthwhile. The project may be set in the past, present or future. Select a project that engages the interests and abilities of all of your members. On the project page, please include a) one-sentence summary of key idea(s), b) one-paragraph summary of key idea(s), c) creative content of your liking.

(3) **Create a Cover Page (this will be the first page of the Fantasy Project Report):** In the same or another brainstorming/decision-making session, devise a name for your group, a motto, and a logo, and put these on the cover page. Include on the cover page the full names of all participating group members and a GROUP PICTURE (could be taken during one of the group meetings, or other occasions). Your cover page MUST include the class section and group number, e.g., “Section 292-101, Group 3”.

(4) **Explanation of Team Name, Motto, and Logo (this will be page 4 of the Fantasy Project Report):** On a separate sheet, include an explanation of how and why you arrived at the name, motto and logo for your group. Be brief. Just explain what the meaning is that holds all that together. Maximum: half page.

Instructions:

On the due date your group will be given a maximum of 3 minutes to present your fantasy project to the class. All group members are expected to participate *somehow* in the presentation, although not everyone needs to speak, given the time constraints. You will submit your 3.5-page typed report with the above elements to your instructor at the end of your presentation.