

## **Workshop: „ Team Communication”**

**Facilitator(s): Eralda Jesku, NEHEMIA School, Albania**

### **Workshop content/theme**

Team concept  
Elements of a team  
Team agreement

### **Aims**

To distinguish between a team, a group and a crowd  
To point out the elements of a team – what makes a good team  
To write up a team agreement so as to establish good communication

### **Method(s)/Approach**

2 energisers –  
“Blind-fold” game in which each participant becomes a leader and a follower  
“Hot chair” game in which each participant reflects upon his/her leadership and others  
Group discussion on elements of a team – what should a team have  
Group discussion on team agreement – what should all respect to be team member

### **Further tips, sources, resource material or links**

T-kit 6 – Training Essentials  
“Leadership and One-Minute Manager” – book by Ken Blanchard  
“Leading up the high level” – book by Ken Blanchard

### **Questions for workshop reflection**

1. Which are the barriers in a team communication?
2. What makes a successful leader?
3. What would be a successful team like in a machine drawing where the roles of each team member are represented by a part of the engine (i.e. who is the brake, the wheel, the accelerator, the mirror etc)?

### **Impressions, Outcomes of the workshop**

The participants enjoyed the workshop although being a bit sceptical in the beginning for the energisers. They reflected on their and others' leadership and performance. They pointed out the strong and weak points of each leader and shared their feelings about being a leader. It was the first time they felt themselves as leaders and found it somehow difficult to keep such a burden upon their shoulders. It was a new role they had to take on and needed time to get acquainted with it.

Through group discussion they shared their ideas of a team and in some cases they understood that their actual work on “teams” was not actually the same as the concept itself applies.

The number of participants was half of the ones registered and the time for handling with all the material to finalise the idea of a team was reduced from 2 hours into 1 hour which meant many links of the chain had to be torn apart.