



EXERCISES OF THE MOOC “SOFT SKILLS FOR EFFECTIVE PARTICIPATION”

BLOCK 2: Leadership

1. Learning with entertainment

In each of the blocks we include a selection of movies and series related to the skills you wish to acquire or improve, because we want you to learn new things while enjoying the process.

Leadership	Erin Brockovich
	Jobs
	Game of Thrones
	A Bug's Life
	Mulan
	Invictus
	Kingdom of Heaven
	Che
	Dead Poets Society
	Matrix

2. Point system

With this exercise you can easily improve your daily performance as well as your interactions with the rest of the group. To develop it, you just have to create a point system (from 1 to 10), to self-evaluate at the end of the day your performance both in specific tasks or goals, as well as how you have treated the rest of your colleagues. In the process of assigning a score to each item, you will be able to evaluate what went well and what went wrong in each case, and improve those issues that depend on you. This exercise requires self-criticism and attention to detail.

3. The shipwreck

A little imagination is needed to recreate this dynamic, as we will have to simulate a shipwreck. Several captains will be chosen, who will have to take turns coordinating the evacuation of the passengers, who will always be the same and will always act according to the same rules, but



responding to the different stimuli they receive from the captains. To add to the difficulty of the game, there will not be lifeboats for everyone and there will be a limited time for evacuation before sinking. The passengers will do everything that is expected to happen in a situation like this where their lives depend on it. The captain who manages to save the most people wins the game.

4. The minefield

For this activity, two groups will be created, each with a captain. The members of the group (minus the captain) will each be placed on a square in a row of an imaginary board (like pawns on a chess board) and will have to move forward, move by move, until they reach the end, but there will be squares with mines that will make it difficult to advance. If a person falls on one of these squares (the location of which is known only to the game master) they will be eliminated. But the captains will not be given any further instructions and will be left to act according to their own judgement and leadership. At the end of the game, there will be a collective reflection on what the different captains have prioritised, whether to get to the end first or to get there with more people, why and with what hypothetical consequences.

5. Lend me your shoes

This dynamic is based on the exchange of roles. To carry it out, all the roles of the organisation are put on a piece of paper and kept folded in a container, and each person blindly chooses a role that will assign him/her a different role to the one he/she usually plays. When all the roles in the organisation have been reassigned, each person in the group has to perform the tasks assigned to them according to their role for one day. This type of activity generates empathy and greater responsibility towards the group. In this way, the person who has to lead at any given moment will have a broader view of the organisation, as well as the strengths and weaknesses of his or her team.