

Picture of Joy

Find a picture on your phone or computer or an actual picture. We can share by putting the phone or picture in view of our camera, or by using the "Share" feature on Zoom and sharing an image on our computer.







2 x Truths & 1 x Lie

(Total Time 8 Minutes)

1. Each person has three minutes to post 3 statements about themselves on the Chat.

Two of the statements are true and one statement is false.

If possible, make truths and lies related to your role or project at applied materials.

Example

Bill Jones

- 1. I won an amateur gold medal in wrestling
- 2. I knew John Travolta in High School
- 3. I love to eat pizza and tuna fish together.
- 2. Once everyone has posted, or three minutes has expired, everyone take a couple minutes and then **post which statement you think is a lie for each person**.

Example

Jen - doesn't like wine

Ren - didn't run a marathon

Guy - likes Chinese food after work every night

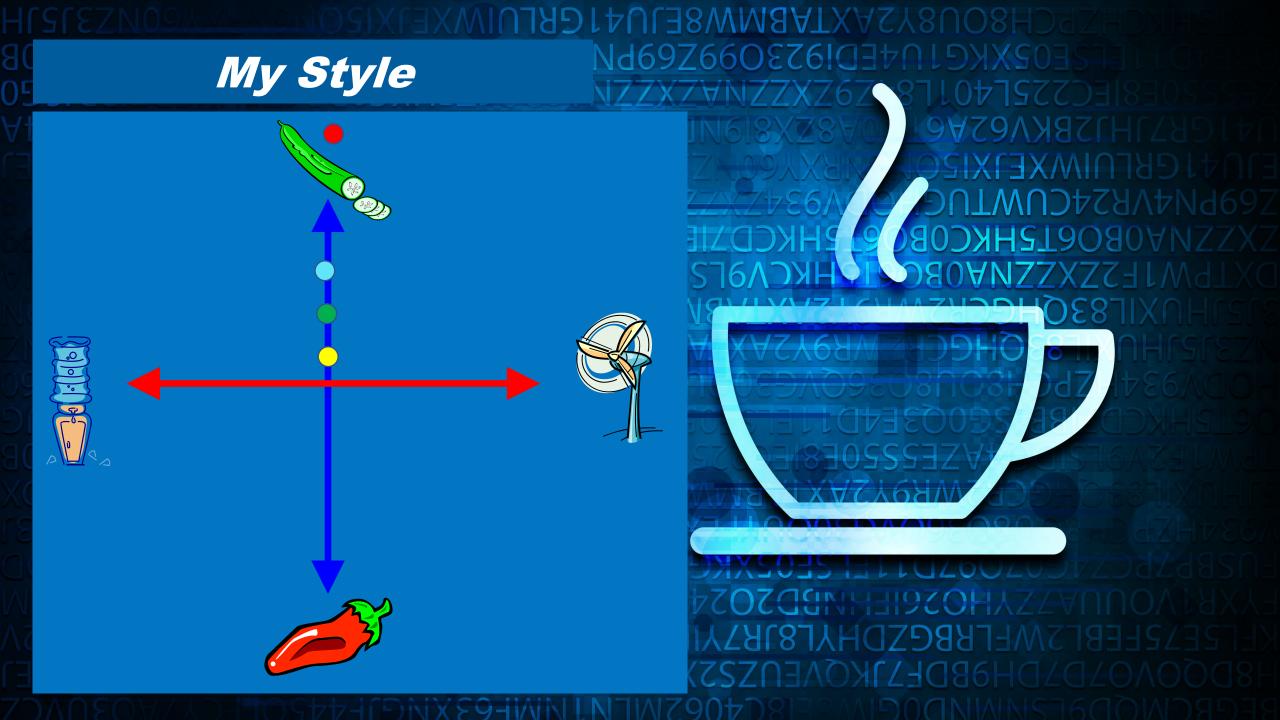
5. Finally everyone post which statement is actually a lie about themselves.

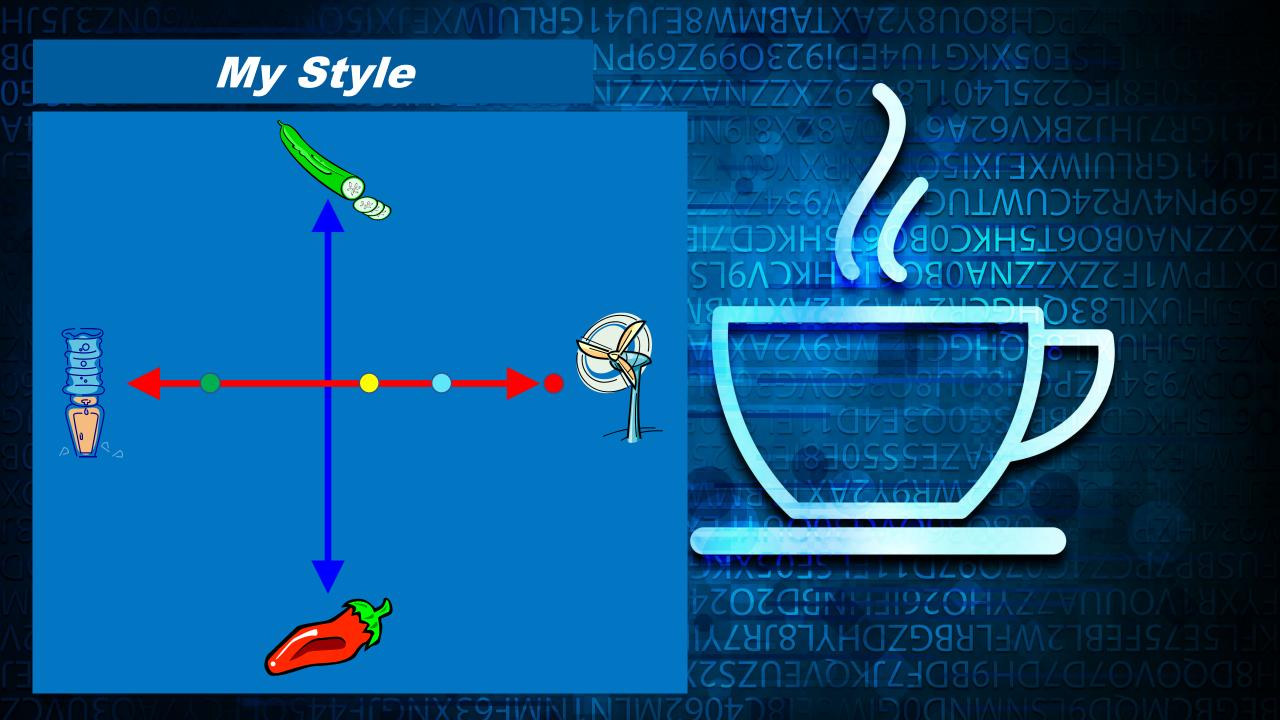
Make a note of true statements you would like to follow-up on later to learn more!

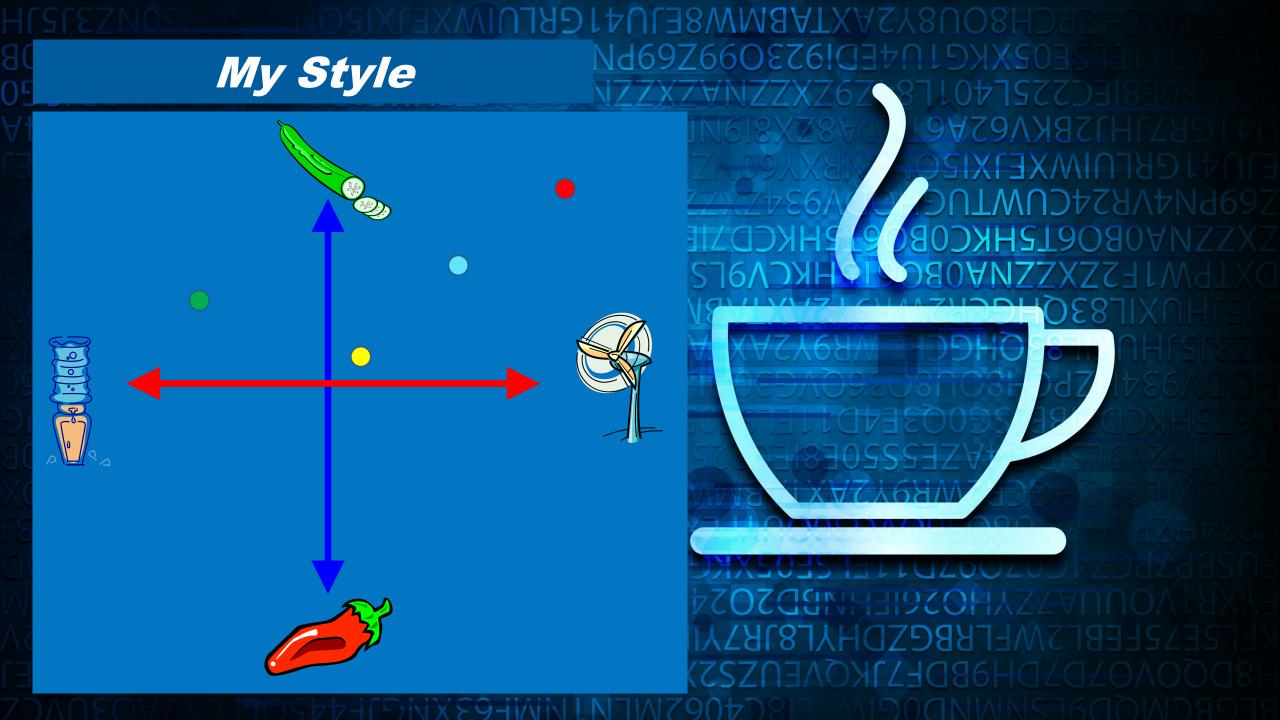
<u>Before 8 Minutes Expires and You Leave the Breakout Room:</u> Discuss with your team and choose the best/funniest and/or most surprising one.

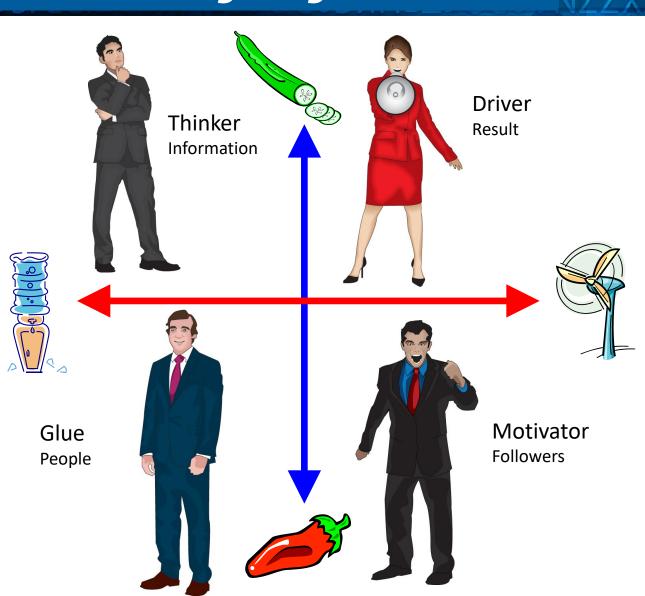
Before leaving the breakout room, make sure to copy the best "Two Truths and a Lie" to post in the main session when we all return.













DRIVER

Emphasizes Action & Directing Functions

- + information and opinion givers
- + decision-making is easy for them
- + often the keeper of the vision in a group
- + great at taking a stand, being direct and making things happen
- + usually not too shaken by critical feedback
- Δ often will urge "let's decide" as indecision can drive them crazy
- Δ will sometimes decide without input from others & step on toes
- Δ make mistakes when moving too quickly without adequate information
- Δ can come across as too impersonal and lose connection with group
- Δ have to be careful not to "over lead" if strongly in this quadrant

Some Effects on Group

If a group does not have drivers, it must pick up driver functions or it can fail to meet far-reaching goals. Mature drivers are non-reactionary individuals with strong ability in the other quads. When not mature, there may be too much individuality or structure. Turf battles or a lack of collaboration can ensue. Creativity and motivation can be stunted.

Be as direct as possible.
Bring solutions & options to them.





MOTIVATOR

Emphasizes Emotional Stimulation Function

- + often voice their ideas and supply passion to follow those ideas and energizers
- + great at motivating people as they possess a sense of mission or vision
- + often both interpersonal problem solvers as well as task problem solvers
- + good at energetic dialogue with teammates
- can be emotionally bound to their ideas;
 objectivity can be their biggest challenge
- can create a highly emotionally charged climate if they put too much emphasis on challenging others and confronting assumptions

Know your own stance/position and don't be afraid to voice it.

Ask them to give concrete examples to back up their viewpoints.

Some Effects on Group

Motivators are often light bulbs. Groups need this function to sparkle, create, prod, stir the pot and impassion. A group without this style may be functional, but somewhat lackluster. When mature people with this style choose to be detached or attached and monitor their emotional involvement, this is highly effective. If too much of this style is present, or when not mature, a group can be overly reactive, or so impassioned around their ideals they loose touch with other realities. Many charismatic leaders & cult leaders come from this quadrant.





GLUE

Emphasizes Caring Function

- + excellent at building and sustaining community
- + works well on a team
- + great at building support, consensus, commitment, seeking feedback
- + support, praise, concern
- + display high regard for other's wishes, viewpoints and actions
- $\Delta \;\;$ may not take an unpopular stance if it puts a relationship at risk
- Δ can put so much emphasis on relationship that task and decision-making may fall behind
- Δ can forget or downplay their own needs, to their detriment

Some Effects on Group

You cannot have too much caring and respect as part of your capacity; it is the connective glue, and essential for a functional group. It is powerful when combined with other quadrant functions. If it is the only style a group has, the group may not take enough risks or make enough decisions to move forward significantly. The group may also avoid conflict to the extent that there is lack of depth in genuine connection and innovation.

Ask them to be more specific in outlining their expectation. Encourage critical feedback and tell them you want to know what they think & want.





THINKER

Emphasizes Conceptual Functions

- + information and opinion seekers
- + good at analysis and process observation
- + prefer to make decisions based on facts
- + prefer as much information as possible before deciding
- + can come out with totally off-the-wall solutions
- + translate feelings and experiences into ideas
- Δ can be slow in making decisions or dogged in the facts or can happily leave most decisions to others and focus on one problem or challenge
- Δ have to watch out for non-involvement or unrealistic ideas if they get into their world

Honor their need for information while also requesting them to tell you how they will decide or delegate and when.



Some Effects on Group

Thinkers are often in the minority, but the function is essential. If a group doesn't pay attention to this area, it will miss out on significant learning that comes from observation and analysis. The group may also be missing important process steps or other ways to view a situation. With a lot of this style in a group, the group may not move on much, because the discussion, laissez-faire attitude, and analysis allow opportunities to pass.







Wish List

Below is a list of Prompts.

Answer as many of these prompts as you want in 3 to 4 minutes.

Post some or all of your answers to the chat using the "# of the prompt" and then "your answer"

- e.g. #3 – Sky Diving

Take some time to read other people's answers and comment/discuss until time runs out.

Prompts

- 1. If you could meet one person who you don't currently know, who would that be?
- 2. If you could add one daily routine to improve something, what is it?
- 3. What conversation could you have for 8 hours or more?
- 4. Is there a live performance you haven't yet experienced, which you feel you must do?
- 5. Is there a place you keep thinking and/or saying you will go to, but you haven't yet done it?
- 6. Have you lost touch with a hobby, activity, or experience you would like to restart or do again? Is there something new you want to try?
- 7. If you were a child today, what would you wish for most?
- 8. If you are an adult now, what do you wish for most now?
- 9. If you had to sacrifice every material possession you have for one thing, what is it?
- 10. What wakes you up at night?
- 11. The meal I have wanted to know how to make for a long time is?
- 12. What is something you are afraid of that you want to conquer?



Match Game

(Total Time 8 Minutes)

- Below are a list of "Match Game" prompts to complete.
- Post answers one at a time to the Team Chat All at the same time!
- The Goal: Get as many same/similar responses as possible, and/or funny answers!
- 1. Start with Question 1 below. Give everyone about 30 seconds to respond.
- 2. Choose someone to say "OK Everyone Post Answers Now!"
- 3. At that exact time, everyone Post your answer to the Chat.
- 4. Count how many similar/same responses you have!
- 5. Laugh at any funny responses ... lol
- 6. Repeat until time expires. Total all points. Post to chat in the Main Session when we all return.

10 Match Game Prompts

1.	"The software upgrad	e promised	l many improved	l features, b	ut when I	opened it for th	ie
	first time it told me to	0					

- 2. "I love where I live, but I just received a letter from the city telling me to_____."
- 3. "I had the day off today unexpectantly, so I went to the _____."
- 4. "Children think they have it hard now in a global pandemic, but in my day we had to ___."
- 5. "Thousands of people work at my company, we all share _____."
- 6. "I rolled down my car window and yelled to the person walking nearby _____."
- 7. "The activity I miss most about the pre-pandemic world is _____.
- 8. What I will miss about the pandemic time period is _____.'
- 9. "My favorite dinner meal is ____."
- 10. The last thing I told myself to do everyday was _____

