



VARSITY
UNIVERSITY

**LEADERSHIP
ANALYSIS ACTIVITY**

Strengthen Your Skill Sets and Improve Your Game

INTRODUCTION

In addition to entertaining us, movies, television, and books offer detailed portrayals of human behavior, communication, and leadership. Your task in this activity is to analyze the leadership qualities of a character in your favorite film, TV show, or book. You are not being asked to critique the film, TV show, or book in terms of its value as a work of art or as entertainment. Instead, you should analyze all aspects of leadership. For example, you could describe how a character's leadership might have developed. Or, you might choose to describe the way a character's leadership is portrayed. You might describe how the setting affected the character's leadership.

ACTIVITY

Choose your favorite movie, television show or book. View or review the movie, TV show, or book at least once. Take notes. After reviewing your notes on leadership throughout the program. Identify a character and analyze their leadership depicted in the film, TV show, or book.

- (a) briefly describe the relevant character (you may assume that your reader has seen the movie or TV show or read the book);
- (b) describe their leadership qualities both positive and negative
- (c) identify ways that the character could improve their leadership
- (d) do you have any of the same leadership qualities as your chosen character

Compile this information in a 4 slide PowerPoint. You will share these brief presentations with the class over the semester. This can be used to reinforce leadership throughout the school year.

leadership assessment

BUILDING LEADERS

Character and moral decision making is all about leadership. Use the following questions to create discussion amongst students.

1. The teen who hit the mailbox of a neighbor felt that she had to report it. Why take responsibility for something nobody saw you do? Would you have reported hitting your neighbor's mailbox?
2. Discuss a situation when you felt you were treated unfairly or different from others. How did it make you feel? Did you say something to the individual treating you unfairly or different?
3. How do you know when you can trust someone? How do you develop trust amongst your peers?
4. What do you think stops people from taking a stand against something they know is wrong? Why are people more vocal on social media than they are in person? How do you determine when you will take a stand for something you do not agree with or know is wrong?



BARNGA CARD GAME

Used for Leadership and Communication

- Groups of 4 to 6 are seated in a circle on the floor or at a table, each group well away from others. Define an order to the groups by arranging them as a larger circle or putting a numbered sign at each group.
- Each group is given a deck of cards and rules to the new game we're going to try.
- Each group should read the rules and practice a few games until everyone understands how to play the game. At that point, they should inform the leader.

Once everyone knows how to play, the leader picks up all the rule sheets and announces that the real game is played as a tournament with no verbal or written conversation. Players can communicate with gestures, if needed.

In this tournament, players rotate between groups this way:

- When a game is completed, the player with the most tricks moves to the next higher table.
- The player with the fewest tricks moves to the next lower numbered table.
- If there is a tie, the person whose first name is alphabetically first wins and moves.



RULES SHEETS

A different one for each group

SUMMARY OF EACH TABLES RULE DIFFERENCES:

TABLE #	1	2	3	4	5	6	7
ACE IS...	High	Low	High	Low	High	Low	High
TRUMP IS...	Clubs	Diamonds	Hearts	Spades	Diamonds	Hearts	Spades

CONCLUSION:

At the conclusion of the game, determine how many students caught on to the different rules at each table. Ask the students how was the leader determined at each table? What happened when there was conflicting rules? Did not being able to speak limit the game? Do you feel you were able to lead the group effectively not being able to speak.



RULES FOR TABLE 1

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the highest card in each suit.

Trump

The club suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.



RULES FOR TABLE 2

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the lowest card in each suit.

Trump

The diamond suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.



RULES FOR TABLE 3

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the highest card in each suit.

Trump

The heart suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.



RULES FOR TABLE 4

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the highest card in each suit.

Trump

The spade suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.



RULES FOR TABLE 5

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the lowest card in each suit.

Trump

The diamond suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.



RULES FOR TABLE 6

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the highest card in each suit.

Trump

The heart suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.



RULES FOR TABLE 7

7 CARD BRIDGE

Deal

Dealer is oldest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others. The Scorer is the person to the dealer's right - he marks down each trick won.

Start

Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Playing Suit

The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace

The Ace is the lowest card in each suit.

Trump

The spade suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks

The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of himself.

A Round

The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game

The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.

