

Team Talent Navigator

**For Middle School Aged
Students**

Unlock Your Team Superpower and Discover How You Shine in Group Projects!

Team Talent Navigator

This tool is designed to help you find out what you do best when you're working on group projects in class. Knowing your main role can make group work more fun and help your team get great results. When you understand your strongest role, you can use your skills to contribute effectively and make the project more enjoyable for everyone.

- 1 What's your favorite part of a school project?**
 - a) Coming up with the project idea and how to make it interesting
 - b) Planning the project steps and leading the team
 - c) Working on the project, like building or drawing
 - d) Making sure all parts of the project are organized and complete
 - e) Presenting the project to the class and explaining what you did

- 2 If your team has to make a presentation, what would you prefer to do?**
 - a) Come up with the presentation topic or design
 - b) Lead the presentation and coordinate who does what
 - c) Work on the visuals or build the presentation
 - d) Organize the content and make sure it flows well
 - e) Practice the speaking parts and help others with their lines

- 3 What do you do when your team has a problem to solve?**
 - a) Think of lots of different ways to solve the problem
 - b) Help make a plan to solve the problem and decide who will do what
 - c) Start trying out solutions to see what works best
 - d) Organize the team's ideas and keep track of the solutions you've tried
 - e) Talk about the problem with the team and help everyone understand it

- 4 How do you prefer to contribute to a group project?**
 - a) By sharing lots of ideas and suggestions
 - b) By leading the group and helping make decisions
 - c) By doing the tasks and showing others how to do theirs
 - d) By organizing the plan and making sure everything is in place
 - e) By discussing what needs to be done and making sure everyone understands



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5 When your group needs to decide on something, how do you contribute?

- a) By suggesting lots of different ideas or options
- b) By helping to make the final decision and directing the discussion
- c) By trying out options to see what works best
- d) By listing the pros and cons of each option to help decide
- e) By making sure everyone's opinions are heard and understood

6 When playing games with friends, what role do you usually play?

- a) The one who invents new games or adds fun rules
- b) The one who organizes the teams and decides how the game is played
- c) The one who starts the game and shows others how to play
- d) The one who keeps track of turns or scores
- e) The one who explains the rules and makes sure everyone knows how to play

7 If you were working on a science experiment, what role would you prefer?

- a) Coming up with hypotheses or creative ways to conduct the experiment
- b) Organizing the steps of the experiment and leading the group
- c) Conducting the experiment and collecting the data
- d) Keeping track of the materials and results in an organized way
- e) Explaining the experiment's process and results to the class

8 If your group was making a poster, what part might you like to do most?

- a) Thinking of what pictures and colors to use to make the poster stand out
- b) Deciding what information goes on the poster and who does what part
- c) Drawing, painting, or putting the poster together
- d) Organizing the layout and making sure the poster is neat and readable
- e) Explaining the poster to the class and answering their questions



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It's time to score your answers!

Each letter corresponds to a specific role. Tally up your responses below:

- a) Idea Generator _____
- b) Leader _____
- c) Implementer _____
- d) Organizer _____
- e) Reporter/Communicator _____

a If a) was your highest number, you are an IDEA GENERATOR!

You're the creative spark in your group. Always brimming with ideas, you help your team think outside the box. Whether it's a unique approach to a project or an inventive solution to a problem, you bring originality and enthusiasm that inspire your teammates.

b If b) was your highest number, you are a LEADER!

As a leader, you're the person who steps up to guide the group. You're great at making decisions, organizing tasks, and making sure everyone knows what they're supposed to do. You help keep the team focused and on track, and you're there to motivate everyone and help solve any problems that come up.

c If c) was your highest number, you are an IMPLEMENTER!

When there's a plan in place, you're the one who gets things moving. You're all about action, turning ideas into reality. Whether it's crafting a model, conducting an experiment, or putting together a presentation, you're hands-on and make sure things get done.

d If d) was your highest number, you are an ORGANIZER!

You bring order to the chaos. With a knack for planning and a keen eye for details, you help your team stay organized and on schedule. You're the one who makes sure every part of the project is accounted for, and you help manage time and resources efficiently.

e If e) was your highest number, you are a REPORTER/COMMUNICATOR!

Communication is your forte. You excel at sharing your group's ideas and progress, whether it's through presenting, writing, or discussing. You make sure everyone is heard and understood, and you're adept at explaining complex concepts in a way that makes sense to everyone.



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a POTENTIAL IDEA GENERATOR RESPONSIBILITIES

- Brainstorming creative ideas for the project's topic, presentation style, or problem-solving approach.
- Encouraging the team to think outside the box and suggesting innovative solutions when the group faces challenges.
- Contributing unique perspectives and ideas that add value and depth to the group's work.

b POTENTIAL LEADER RESPONSIBILITIES

- Making a plan for the group project, assigning tasks, and setting deadlines to ensure everything is completed on time.
- Leading group discussions to gather ideas and make decisions, ensuring every team member's voice is heard.
- Resolving conflicts within the group and keeping everyone motivated and focused on the project goals.

c POTENTIAL IMPLEMENTER RESPONSIBILITIES:

- Taking charge of executing the tasks, turning the group's ideas into tangible results.
- Actively working on the project's components, whether it's conducting experiments, creating artwork, or building models.
- Ensuring that the practical aspects of the project are completed efficiently and effectively.

d POTENTIAL ORGANIZER RESPONSIBILITIES:

- Keeping track of all the project's details, such as deadlines, materials needed, and task progress.
- Creating schedules or timelines for the group to follow, ensuring that the project stays on track.
- Organizing and managing resources, ensuring that everything the group needs is available and used effectively.

e POTENTIAL REPORTER/COMMUNICATOR RESPONSIBILITIES:

- Communicating the group's progress and needs to the teacher or other groups, acting as the spokesperson.
- Preparing and delivering presentations or reports that effectively convey the group's findings or results.
- Ensuring clear and effective communication within the group, facilitating discussions and making sure all members understand their tasks and the project's objectives.

