



LLD - Where are my Resources

Lodge Leadership Development Training

Session Length: 20 Minutes

Learning Objectives:

- How to locate your resources
- How to utilize your resources
- How to rely on your resources

Required Materials:

- Digital copy of presentation
- Flip chart, markers, pencils, plain paper
- Projector and screen
- Sufficient copies of all handouts for each participant

Session Outline:

- Introduction
- Locating Resources
- Utilizing Your Resources
- Relying on Your Resources
- Conclusion

Trainer Preparation:

Develop an example of how you used one of the key main resources from the presentation, say from your personal adviser or other youth leaders. Be prepared to share the presentation, or direct them to where they could get the presentation to overview themselves later.

Trainer Tip:

Get it across to the audience that they don't have to rely solely on the adviser assigned to their position. Asking all the advisers they know, will provide a much larger amount of ideas and resources that they can then decide to use or not. The point of this part of the presentation is to open their eyes to the fact that their advisers are not the only people that can be asked for advice. Fellow youth leaders might have some tricks up their sleeves that the audience does not.



Session Narrative

Introduction:

5 minutes

Use the game number one specified in the appendix for this introduction. After the game, use the following talking points to start the session.

What is a definition of a resource?

Resource - A place or thing that provides something useful. A source of information or expertise. A possibility of relief or recovery.

Locating Resources:

3 minutes

In the game you just completed, we saw tasks and resources, and you found your match. Once the game began, you searched around the room in order to find the appropriate match for your item.

What led you to your match?

Did you get turned away from anyone that you thought was your match?

Looking back, how would you go about finding that resource more efficiently?

Today we are talking about resources and how to find them.

Utilizing Your Resources:

3 minutes

Finding the right resource for a specific task will take the burden off of yourself. It breaks down a larger task into smaller, manageable bits. After you find your resource, whether it be a person or an object, use it to maximize the potential of your efforts. Through this you will be more successful if you can identify your resources and utilize them to your needs.

Examples of resources are: Advisers, Camp Rangers, COPE Directors, and Utility Vehicles.

Relying on Your Resources:

5 minutes

After identifying and utilizing your resources you need to have trust in them. You can not micro-manage your resources. If you do, then you will double your workload. Have confidence in those you have chosen. Trust them to carry out the task while guiding them in the areas that they may struggle in.



Trainer Tip: This would be an excellent time to say a personal story of how you located, utilized, and relied on a resource in the past, in or outside of Scouting. If time allows, open it up to discussion with the participants of how they have handle resources in the past.

Use game number two here to reinforce the ideals of using your resources. Debrief further on the importance of problem solving skills, creativity and innovation to work with the sometimes limited resources we have.

Conclusion:

4 minutes

Overall, the use of resources is instrumental in your leadership ability. A good leader utilizes all the resources at his disposal.

"When every physical and mental resources is focused, one's power to solve a problem multiplies tremendously." - Norman Vincent Peale

Reflect on the words of Reverend Peale to help you understand the power of your resources. Always remember to depend on those whom you can rely on. Trust in them as you utilize them for the task at hand. Be the leader! Not the manager.



Appendix: Resources and Source Material

2012 Guide for Officers and Advisers, available online at
<http://www.oa-bsa.org/pages/content/publications#goa>

Games:

1. Find your Resource

Take thirty index cards, break them into two stacks of fifteen. One pile will be your "Resource" pile. The other is your "Task" pile. Write a task on each of the "Task" cards. Make a corresponding "Resource" card that matches one of the "Task" cards. Use the list of "Tasks" and "Resources" on the supplement page included with this syllabus. On the back of the "Resource" cards write what the corresponding "Task" is.

The game is played when each person has a card. Those with the "Resource" cards hold their cards in front of them and do not market themselves, they wait to be asked if they can help with a task. If the task does not match the task on the back of the "Resource" card then they will say that they cannot help with that task. The game continues till everyone is paired with the appropriate resources and tasks.

Example:

A "Task" card reads "Ordeal Tasks"

The corresponding "Resource" card would be "Camp Ranger" or "Camp Director"

2. Manage resources

This is a quick activity to promote thinking out of the box and maximizing current resources.

Directions:

- Issue 6 toothpicks to each participant
- Challenge them to create 4 triangles with the toothpicks
- You will probably hear a complaint that they need more toothpicks (resources)
- Stress that these are the only resources you can give and they must find ways to use what they have
- The answer is simply to make a 3D pyramid with the six toothpicks, then you will have three standing triangles and one base triangle.