



Developing a Student Leadership Program the Works for You

CLINICIAN:

Fran Kick

Texas Bandmasters Association 2012 Convention/Clinic



2012 Patron Sponsor

**JULY 20 – 23, 2012
HENRY B. GONZALEZ CONVENTION CENTER
SAN ANTONIO, TEXAS**

Developing a
Student Leadership Program
that Works for You

KiCK it in!

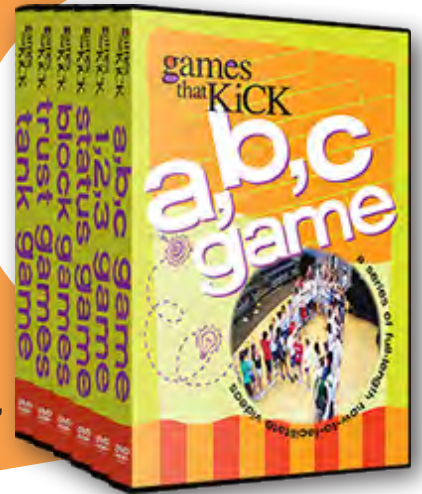
Helping followers follow better
and leaders lead better
Texas Bandmasters Association
Sunday, July 22, 2012
Presenter: Fran Kick

- A Autonomy
- B Belonging
- C Competence
- 1 Give choices
- 2 Collaborate
- 3 Content
Relevance

Sponsor: Drum Corps International 

One lucky winner
from today's
presentation
will win a set
of six (6) DVDs
from the
Games That Kick
Series.

Just fill out your
school contact
information below.
Don't worry, we never
spam your e-mail inbox,
or your real mailbox
—ever!



Your First + Last Name (Please print)

Your E-mail Address

Your School Name

Your School Street Address

Your School City

Your School State, ZIP

Your School Phone

DVDs

The first six videos in this series with Fran Kick and Frank Crockett cover how to set up, facilitate and most importantly debrief some of their all-time favorite experiential initiatives. Each video and PDF facilitator guide will give you an insider's perspective to playing these games. Lessons relate to leadership, team building, trust, group dynamics, communication, cooperation, and many more. You'll see every step of the activity. You'll learn what to say, what to do, what to look for, and what questions to ask your group during the debrief. Explore what it takes to make learning more meaningful with *Games That Kick!*



A,B,C Game: This game illustrates the point that in any organization or situation there are some people who make things happen, some people who watch things happen, and some people who wonder what's happening.
<http://www.kickitin.com/abc>



1,2,3 Game: Bring to life the "kaizen" approach of continuous improvement with this sequence of games illustrating how individuals work together collectively and collaboratively to build synergy.
<http://www.kickitin.com/123>



Status Game: In many situations status influences both leadership and teamwork. This game highlights directly and profoundly that too many times we mistakenly "judge books by their covers."
<http://www.kickitin.com/status>



Block Games: This creative team-building series of activities, using wooden blocks, highlights the characteristics of teamwork and explores the core values needed for a group to work well together.
<http://www.kickitin.com/block>



Trust Games: This sequence of trust-building experiences brings a sensible, user-friendly, non-threatening, safe way to help a group understand how trust develops among its members.
<http://www.kickitin.com/trust>



Tank Game: With blindfolds and soft foam-filled balls, this highly interactive and fun game creates a serious lesson for individuals and groups as they learn the difference between "telling people what to do" and "people actually doing it."
<http://www.kickitin.com/tank>

Leading Quietly ISBN 978-1578514878

By Joseph Badaracco

Leading Teams ISBN 978-1578513338

By J. Richard Hackman

The Leader Who Is Hardly Known ISBN 978-1885473516

By Steven Simpson

Best New Games ISBN 978-1450421881

By Dale LeFevre <http://www.inewgames.com>

Anything written by Karl Rohnke and Project Adventure, Inc.

<http://www.pa.org>

Any of the *Games Trainers Play* books by Ed Scannell

<http://www.edscannell.com>

The Power of Team Building ISBN 978-0883903063

Indoor/Outdoor Team Building Games for Trainers ISBN 978-0070595323

By Harrison Snow

Playfair ISBN 978-0915166503

By Matt Weinstein & Joel Goodman <http://www.playfair.com>

Playful Activities for Powerful Presentations ISBN 978-0938586777

By Bruce Williamson

The More The Merrier ISBN 978-0964654198

By Sam Sikes, Faith Evans, Chris Cavert

Lots of great resource books from Group Publishing, Inc.

<http://www.group.com>

Great resource books and web site links from Youth Specialties

<http://www.youthspecialties.com>

<http://www.thiagi.com>

Dr. Sivasailam "Thiagi" Thiagarajan has published 40 books, 120 games and simulations, and more than 200 articles. He wrote the definitive chapters on simulations and games for ISPI, ASTD, & AMA.

<http://www.albany.edu/cpr/gf/resources/Exercises.html>

Ice breakers, energizers, and other experiential exercises from the electronic discussion on group facilitation.

<http://www.midwest-facilitators.net>

The Midwest Facilitators' Network, a primary source of expertise and information, promotes quality facilitation practices via a non-traditional, non-hierarchical organizational structure.

<http://www.iaf-world.org>

The International Association of Facilitators promotes supports and advances the art and practice of professional facilitation through methods exchange, professional growth, practical research, collegial networking and support services.

<http://www.kickitin.com/workshops/>

FOLLOWERSHIP+LEADERSHIP regional workshop at your school.

<http://www.kickitin.com/boa/>

Every June you and your students can attend the Music for All Summer Symposium Leadership Weekend Experience.

<http://www.kickitin.com/dci/>

Join Fran Kick for a free Drum Corps International Experience. Increase your group's commitment to excellence and bring all of your students, staff and parents to *Kick Start Your Season* with DCI!
<http://www.dci.org/groups>

URLS

EVENTS