



Leadership 5-6 Syllabus

Course Goals

1 Understand Leadership

Students explore the characteristics of good leaders and inventory their own leadership skills to determine strengths and areas for growth.

2 Learn to Communicate Effectively

Students learn the basics of public speaking and get practice using these skills in authentic scenarios such as interviews, debates, and proposal presentations.

3 Develop Problem Solving Skills

Students work individually and in teams to make difficult decisions that affect relevant stakeholders.

Course Topics

1 Leadership Qualities

Students identify these qualities, learn the difference between managing and leading, and will assess their own leadership potential.

2 Communication

Students develop strong public speaking skills through a series of games, challenges, and real world applications.

3 Problem Solving

Students encounter a number of puzzling or difficult situations, both real and hypothetical, and work individually and/or in teams to come up with innovative solutions.

4 Ethics

Students explore the moral principles that govern the conduct of leaders and consider how best to apply this code in complex scenarios.

5 State/Local Leadership

Students learn about their state and local government and try to solve some of the challenges that leaders in these institutions face.

6 National Leadership

Students learn about their national government and try to solve some of the challenges that leaders in this institution face.

7 International Leadership

Students learn about the United Nations and try to solve some of the challenges that leaders in this institution face.

Course Schedule

Day 1

Leadership Qualities

N/A

Ice Breaker - Signs Name Game

Students build class chemistry and familiarity by learning each other's' names.

Lesson - Qualities of Good Leaders

Students learn what qualities good leaders possess and develop their vocabulary.

Check For Understanding (CFU) - MC Quiz

Students demonstrate what they have learned by creating a quiz to test their classmates' knowledge.

Activity - How Can I Lead?

Students reflect on their actions to determine their leadership styles through a self-assessment.

Communication

N/A

Ice Breaker - Sneak a Peek

Students will work as a group to re-create a structure that the teacher has created. This activity promotes group work, communication, and facilitation skills, as well as memory and spatial thinking skills.

Lesson - Strong Public Speakers

Students learn about different types of speeches and what qualities good public speakers possess.

Activity - Practice Speeches

Students practice public speaking by performing communication-related tasks and challenges.

Check For Understanding (CFU) - Student Choice Speech

Students apply what they have learned about public speaking by planning and giving their own speech before the class.

GLOW/GROW Feedback

This is a tool for giving students feedback on their work.

Day 2

Interviews

N/A

Ice Breaker - The Human Knot

Students build trust and communication skills.

Review Public Speaking

N/A

Lesson - Interview Best Practices

Students learn how to prepare for an interview.

Activity - Make a resume

N/A

Activity - Student Interviews

Students practice coming up with good interview questions and then participate in an interview from both the interviewer and applicant role.

Debate Skills

N/A

Lesson - Making an Argument

Students learn what a debate is and how arguments are constructed.

CFU - Supporting Assertions

N/A

Activity - Debate

Students use provided research to engage in a debate with their peers.

GLOW/GROW Feedback

This is a tool for giving students feedback on their work.

Day 3

Problem solving

N/A

Ice Breaker - Two Truths & A Lie

Students practice public speaking skills and build confidence

Lesson - Circle of Control

Students discuss what problems they can control and understand how leaders must prioritize these issues to effectively manage their time.

Check For Understanding (CFU) - Write/Illustrate

Students demonstrate knowledge comprehension by making content their own.

Lesson - TedTalk (Make Toast)

Students learn how to solve problems using visual maps and infographics.

Activity - Draw a Process

Students explore visual conceptualization through this skill-building activity.

Ethics

N/A

Lesson - What is Ethics

Students explore the concept of ethics, craft a code of ethics, and apply that code to difficult hypothetical scenarios.

Activity - Write & Apply a Code of Ethics

N/A

Check For Understanding (CFU) - Make a Skit

Students demonstrate knowledge through a dramatic and creative portrayal of their comprehension.

Activity - Ethics in the News

Students read about a recent example of an Ethics violation in the news and discuss the event's implications

Check For Understanding (CFU) - Write An Article

Students demonstrate knowledge by writing about the content.

Day 4

State/Local Leaders

N/A

Ice Breaker - Minefield Game

Students learn the importance of clarity in communication and build trust amongst themselves.

Lesson - Virginia Government

Students learn about VA government and the leaders in charge of their state.

Check For Understanding (CFU) - MC Quiz

Students demonstrate what they have learned by creating a quiz to test their classmates' knowledge.

Lesson - Fairfax County Government

Students learn about Fairfax County government and the leaders in charge of their municipality.

Make a Budget

N/A

Proposal

N/A

Read/Discuss - State/Local Scenarios

Students will read about problems that state and local governments have to solve. They will pick one of these issues to make into their presentation.

Prep & Present

Students develop and/or present proposals they have crafted in class

Day 5

Proposal

N/A

Ice Breaker - Choose any from Week 1

N/A

Prep & Present

Students develop and/or present proposals they have crafted in class

GLOW/GROW Feedback

This is a tool for giving students feedback on their work.

Day 6

Review Week 1

N/A

Ice Breaker - African River Crossing Game

Students work in on group communication and facilitation skills to solve a hypothetical problem.

Activity - Vocab Book

Students review materials from week one through vocabulary they've learned.

CFU - Memory

Students will create a game to help themselves and their classmates review week 1 content

Facilitation & Teamwork

N/A

Lesson - What is a Facilitation?

Students define the term and learn how to become one.

Activity - Murder Mystery Mayhem

Students will learn the importance of organization and facilitation when trying to accomplish a group task.

Activity - Two Rooms & a Boom

"In this social game of hidden roles and deduction, players are divided into two different rooms. Find your teammates, establish trust, and exchange hostages before time runs out and the bomb explodes!"

Day 7

National Leaders

N/A

Ice Breaker - All Aboard Game

Students will work together in close physical proximity to solve a practical problem. This activity emphasizes group communication, cooperation, patience, and problem-solving strategy

Lesson - Executive Branch

Students learn about the President & the Cabinet.

Activity - Run for President

N/A

Lesson - Legislative Branch

Students learn about Congress and its members.

Activity - What does a Senator Do?

N/A

Read/Discuss - 5 National Scenarios

N/A

Day 8

International Leaders

N/A

Ice Breaker - Heads Up Game

Students learn where different countries are and also develop their interpersonal skills.

Check For Understanding (CFU) - MC Quiz

Check For Understanding (CFU) - MC Quiz

Lesson - What is the UN?

Students learn about the United Nations and its committees.

Activity - Model UN

Students participate in a model un style simulation to better understand how leaders engage in diplomacy and negotiation.

Read/Discuss - 5 International Scenarios

N/A

Day 9

Proposal

N/A

Ice Breaker - Simon Says Game

Students take turns leading their classmates and experiment with communication styles.

Check For Understanding (CFU) - MC Quiz

Students demonstrate what they have learned by creating a quiz to test their classmates' knowledge.

Prep & Present

Students develop and/or present proposals they have crafted in class

Day 10

Proposal

N/A

Prep & Present

Students develop and/or present proposals they have crafted in class

GLOW/GROW Feedback

This is a tool for giving students feedback on their work.

Activity - Vocab Book

Students review materials from week two through vocabulary they've learned.

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