



## Leaderality LeaderLabs

**LeaderLabs create the opportunity for participants to test out the skills needed to develop insightful, empowering, grateful, and engaging individuals and teams.**

Each of the LeaderLab activities are fun, engaging, and designed to be facilitated in 30 - 45 minutes, with any size group, using a minimal amount of supplies.

### leaderality twister



Participants are presented with over twenty traits that allow each person to self identify and reveal their unique strengths while valuing the diversity of others.

### toxic waste challenge



Participants are confronted with a seemingly impossible task that can only be accomplished when everyone feels safe and has the confidence to succeed.

### feedback expiement



Participants will test their ability, and their assumptions, to guide three team members to an item in the room using only non-verbal communication.

### group hula loop



Participants will learn the three basic facts of collaboration using a hula hoop that appears to have a mind of it's own.

### pat on the back



Participants go back to kindergarten to learn the value of kindness and the power of recognition.

### tallest freestanding structure



Participants are challenged to use every available resource in the room to build the tallest tower out of only paper and tape. Hint ... sometimes the answer is right in front of us!

Our LeaderLabs are fun, collaborative, and proven effective due to the level of challenge and engagement.



## flight test



Participants must build, promote, and test the “next best aircraft” using the customer’s criteria of speed, distance and smoothness of flight. Remember... the customer is always right!

## desert survival



Participants are stranded in the middle of the desert and are provided a box of 15 items to rank in importance of their survival needs. The team’s survival is based on thinking outside the box.

## porcupine progression



Participants must simultaneously balance 12 nails on the head of a single nail that is sticking out of a small piece of wood. It is a seemingly impossible task, that with the right amount of insight, is very simply to do.

## mission impossible



Participants must utilize their process skills to determine the exact information on the bottom of a box before it self-destructs.

## house of cards



Participants are divided into teams and provided with a multifaceted project that will require them to employ a high level of attention to detail to meet or exceed the customer’s expectations.

## generational bridges



Participants learn the value of generational diversity as they are challenged to remember the music of the rock-n-roll stars and the one-hit-wonders from the 60’s to today.

## mirror image



Participants try to overcome communication barriers as they attempt to create a similar image, using a bit of imagination and a whole lot of abductive reasoning.

