FUN with a HUN

Produced by:
HORDES of HUNS
in ED 7304
Dr. Sullivan's Spring of 2006 Leadership Class

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Presents:
Preface:

It is said Attila the Hun was a barbaric, sinister tyrant whose hordes plundered and pillaged ruthlessly without remorse throughout Europe. Known as the "Scourge of God" by the Romans for his dastardly deeds, Attila the Hun was King and General of the Hun Empire from A.D. 433 to 453.

He inherited the Scythian hordes that were disorganized and weakened by dissension. Attila's first order of affairs was to unite his disarrayed Huns, and create one of the most formidable and feared armies the Eurasian continent had ever seen.

This website is dedicated to Attila’s brilliant leadership abilities which we are incorporating into our own leadership quests nearly 1500 years later.

In a similar way, our own "Attila", Dr. Kip Sullivan led his "horde", the class of ED 7304, Leadership in Educational Administration. Although no "bountiful booty" was ever collected by a ravenous pillage, the Huns of Dr. "Attila" Sullivan reaped knowledge and skills on how to become the very best leaders.

Each of Sullivan's Huns adopted a leadership quality and depicted that quality in the form of an "Icebreaker" activity. These activities can be used in leadership seminars and workshops to introduce future chieftains joining the Horde, to:

The Leadership Secrets of Attila the Hun.

Enter Sullivan's Horde
Icebreaker Activities in Leadership

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Home
Barbie the Hun

"The ability to make difficult decisions separates chieftains from Huns."

Courage

Back to the Horde
A Journey...
Destination Courage
Thoughts on Courage

“Our greatest glory is not in never failing, but in rising up every time we fail.”

Ralph Waldo Emerson
“When walking through the “valley of shadows,” remember, a shadow is cast by a Light.”

H.K. Barclay
“To boldly go where no one has gone before.”

Star Trek Movie
“Courage is not the towering oak that sees storms come and go; it is the fragile blossom that opens in the snow.”

Alice Mackenzie Swaim
“Character cannot be developed in ease and quiet. Only through experience of trial and suffering can the soul be strengthened, ambition inspired, and success achieved.”

Helen Keller
“The greatest test of courage on earth is to bear defeat without losing heart.”

Robert Green Ingersoll
“It takes vision and courage to create -- it takes faith and courage to prove.”

Owen D. Young
“True courage is like a kite; a contrary wind raises it higher.”

John Petit-Senn
“I’d rather give my life than be afraid to give it.”

Lyndon Baines Johnson
“Courage is simply the willingness to be afraid and act anyway.”

Robert Anthony
“Running away will never make you free.”

Kenny Loggins
“Courage is doing what you are afraid to do. There can be no courage unless you're scared.”

Eddie Rickenbacher
“The bravest are surely those who have the clearest vision of what is before them, glory and danger alike, and yet notwithstanding, go out to meet it.”

Thucydides
“Often the test of courage is not to die but to live.”

Vittorio Alfieri
“We need to find the courage to say NO to the things and people that are not serving us if we want to rediscover ourselves and live our lives with authenticity.”

Barbara De Angelis
“The ideal person bears the accidents of life with dignity and grace, making the best of circumstances.”

Aristotle
“Courage is like love; it must have hope to nourish it.”

Napoleon Bonaparte
“There's no substitute for guts.”

Bear Bryant
“One of courage is also full of faith.”

Marcus T. Cicero
“The most important thing in life is not the triumph but the struggle. The essential thing is not to have conquered but to have fought well.”

Baron Pierre De Coubertin
“All our dreams can come true, if we have the courage to pursue them.”

Walt Disney
“Success is never final and failure is never fatal. It's courage that counts.”

Jules Ellinger
“The greatest test of courage on earth is to bear defeat without losing heart.”

Robert Green Ingersoll
Now It’s your turn...

Write something profound that you have learned through experience that exemplifies what courage means to you.

Share your quotation with your colleagues and have all the ideas put on to a Power Point Presentation for viewing at future meetings or on the school website.
Just for Fun…

The Care and Feeding of Your Courage

- *If Courage were a pet and you were writing a manual for the “Care and Feeding” of your Courage, what advice would you give?*

- *Share your responses with the group.*
- Return to Barbie the Hun
- Return to Sullivan’s Horde
Hector the Hun

"If it were easy to be a chieftain, everyone would be one."

Assertiveness

Back to the Horde
Just as the cab that you really must have finally arrives, another person enters through the opposite door.

Negotiate your way home.

Application

Negotiation, Communication skills, Assertiveness training, Creativity, Demonstrate sources of power, Competition.

Materials Required    None
Timing

Introduction 5 minutes
Activity 10 minutes
Debrief at least 15 minutes

Process

1. Explain that each of the participants really needs a cab, urgently and that there do not appear to be many about. An attempt to order one by phone was met with the news that there would be at least a one hour wait.
2. Seek reasons why one might need the cab urgently. Post them on a flip chart.
3. Divide the group into pairs.
4. Explain that two people are competing for the same cab. The two people are heading in very different directions, so it is impracticable to share the cab.
5. Ask the group to seek a solution. Allow ten minutes.
6. Ask how many people are satisfied with the outcome. How many missed out on the cab, but are still satisfied.
7. Seek examples of solutions. Discuss them in relation to your program content.

Review

1. It is not uncommon for limited resources to be stretched.
2. Inability to achieve an original objective may not always mean failure.
3. Relate the experience to the concepts that you are introducing.
Veronique the Hun

"A wise chieftain knows when victory will not be sweet, she will keep her Huns from war"

Responsibility

Back to the Horde
A "Handy" Reminder

Help your fellow co-workers make a "handy" five-point reminder to encourage responsible behavior at work.

Materials:

- cardstock, heavy construction paper, or cardboard
- aluminum foil
- scissors
- liquid or stick glue
- writing tools: crayons, markers, or paint
- decorative items like glitter, sequins, confetti, stickers, tissue paper or other small items.

Directions:

Begin by tracing your hand on cardstock, heavy construction paper, or cardboard. Cut out hand pattern and wrap each side of hand with foil. Decorate hand with glitter, sequins, confetti, tissue paper, stickers, or other small items. On a separate piece of paper that will fit inside the hand's palm, write 5 ways that you want to become more responsible at work. These five points will be represented by each one of the hand's five fingers. Suggestions: be at work on time; help/mentor a co-worker; make bed; become more organized; meet all your deadlines on time; collaborate with co-workers; better communication; etc.

Talk about It: Ask your fellow co-workers to share ideas about why it's important for faculty and staff members to be responsible in the work place. Then talk about ways that you can be responsible.

With a Group: Help each person make a hand using the directions above. Share with the group that the hand symbol in Moroccan culture (North Africa) represents "good luck." After each person has made and decorated a hand, have each person trade hands as a symbol and wish of good luck toward one another.

Taken from: http://pbskids.org/clifford/parentsteachers/activities/be_responsible/04_be_responsible.html
Debbie the Hun

"Every decision involves some risk."

Decisiveness

Back to the Horde
Decisiveness

"To be or not to be,
--that is the question:--
Whether 'tis nobler in the mind to suffer
The slings and arrows of outrageous fortune
Or to take arms against a sea of troubles,
And by opposing end them?"

-- From *Hamlet* (III, i, 56-61)
Decisions are not always black or white

Good v Bad
Good v Better
Bad v Worse
"I don't know about you, but sitting on these fences hurts my butt!"
Delay a decision (Sit too long on the fence) & the fence may break, resulting in a lost opportunity.

MAKE A DECISION!
Icebreaker Activity

• Divide into groups of three or four.
• Write a short paragraph describing an important choice you have made in your life and how it has affected the course of your life.
• Share the paragraph with your group members.
• Discuss what possibilities this choice contained.
• Read the poem by Robert Frost before continuing with the meeting.
Two roads diverged in a yellow wood,
And sorry I could not travel both
And be one traveler, long I stood
And looked down one as far as I could
To where it bent in the undergrowth.

Then took the other, as just as fair,
And having perhaps the better claim,
Because it was grassy and wanted wear;
Though as for that the passing there
Had worn them really about the same.

And both that morning equally lay
In leaves no step had trodden black.
Oh, I kept the first for another day!
Yet knowing how way leads on to way,
I doubted if I should ever come back.

I shall be telling this with a sigh
Somewhere ages and ages hence:
Two roads diverged in a wood, and I--
I took the one less traveled by,
And that has made all the difference.
References

• http://www.texes.nesinc.com/prepmanuals/PDFs/TExES_fld068_prepmanual.pdf
• Cheney, Ev
• http://www.cartoonwebsite.com/
1. Back to Debbie the Hun
2. Back to Sullivan’s Horde
Debra the Hun
"Care more for the rewarding of your Huns than for rewarding yourself"

Empathy

Back to the Horde
For this game, you need paper and pencil for each participant, plus a hat or tin. The game is played in a circle.

Ask everyone, including the moderator, to complete this sentence on paper (anonymously):
“In this trip/group/program, I am afraid that …”
Put the scraps of paper in the tin, or receptacle, in the center.

Pass the tin around, stopping at each person while s/he draws one out and reads it, enlarging on the sentence and trying to express what s/he believes the writer was feeling. Explain that there are to be no comments about what will be said. The moderator goes first!
(For example, the group leader reads the first one, and might say:
“In this group I am afraid that I will be laughed at … (continues talking) - I am afraid to express my feelings because everyone laughs at me, so I never say anything.”)

Continue around the circle.
The leader should make sure that everyone just listens, and does not comment, or argue.
Then discuss what was noticed or discovered.
Variations:
Likes and dislikes in a hat (two tins)
Worries in a hat
Gripes in a hat
Wishes in a hat, etc.

Taken from: http://www.jafi.org.il/education/hadracha/games/2a.html#1
Hugo the Hun

"Huns never take by force what can be gained by diplomacy"

Tenacity

Back to the Horde
The Maze is constructed by taping a 6 by 9 (or bigger) boxed grid on the floor. Teams will use approximately 25-35 minutes to complete the maze. Divide the large group into learning teams for each Maze. Volunteers move to be maze masters on a maze that is not with their own team. The Maze Masters will have a sheet of paper with the path illustrated. Give participants 3 minutes to strategize and plan. Team leaders should let team members strategize with their input.

1. Begin with one person stepping on a square of the Maze. Only one player may be on the Maze until the entire path is discovered. Everyone participates by rotating turns on the Maze. Each team should establish an order and then keep that order throughout the activity.

2. On the maze, you may move to any adjacent square: forward, backward, sideways, and diagonally. As many as nine squares may be available. You may not skip or step over squares.

3. Some squares beep; some don't. If you hear no beep, you may continue by stepping on any adjacent square. If the square is a beeping square, the Maze Master makes a "beep" sound, and then you must backtrack to exit the Maze.
There is no time penalty for getting beeped as you are exploring a new move. Once you have placed both feet in a square you have committed to your move.

4. After you are beeped, you must exit the same way you came.

5. Once your team has discovered the path, there can be up to three players on the Maze at a time. However, if any one of those players misses a square, all the players behind him/her must back off in the correct order. Each missed square on the return for any of them is a minute added to your team time.

6. Travel the Maze as quickly as possible. This is a timed event. Move your entire team through your maze in the shortest amount of time possible.

7. Discover the path without the use of props like paper and pens and without marking the path. Travel the path without the aid of pieces of paper, coins, etc. dropped to mark the pathway.

8. Avoid touching the Maze. Supporters may point, but not actually touch the Maze. Each time a supporter touches the maze, a beep is heard and one minute is added to your time. Remember, only one person may be on the Maze at a time, until the safe path is found.

9. Your Maze Master is indeed master of your Maze. He/She has the power to beep you and enforces all of the rules of the game.

10. You may not use language during this activity. You'll have a three-minute strategy time. You may grunt, squeal, growl, or make other noises.
     --Non-verbal signs are allowed, but spoken words are not allowed.
Jennifer the Hun
"Teachable skills are for developing Huns. Learnable skills are reserved for chieftains."

Desire & Anticipation

Back to the Horde
If you have a burning desire to succeed in life, then you will move mountains.
Strong personal **DESIRE**
is an inherent commitment
to influencing people, processes, & outcomes.
Each participant is asked to write his or her name on a piece of paper. Under his or her name each participant is to write the color which he or she feels fits his or her personality. Beneath the color, the participant is to write the name of a car that he or she thinks is appropriate to his or her self-image. Under the name of the car, the participant is to write the name of a fictional character with whom he or she identifies.
DESIRE
Color, Car, Character
(cont’d.)

Then, one at a time, the group members introduce themselves by stating their names, color, cars, and fictional characters. In the introduction, each participant is to provide a brief rationale for each of his or her three choices.

The exercise continues until all of the participants have introduced themselves by color, car, and character.

www.uu.edu/centers/faculty
An intense anticipation itself transforms possibility into reality; our desires being often but precursors of the things which we are capable of performing.

Samuel Smiles
ANTICIPATION bears a level of risk that is willingly accepted by a chieftain who will excel when others turn to the comfort of personal security.
ANTICIPATION
Who Am I?/What Am I?

- In this exercise the participants will be asked to identify the names of famous people or things (places, event, etc.)
- The leader tapes to the back of each participant a piece of paper with the name of a famous person (event, thing, etc.) written on it. The group member is not to see what is taped on his or her back.
- The leader then tells the group members that each of them now has a new identity. Their task is to find out who or what they are.
- The participants are to mill around the room and simultaneously ask each other questions that can be answered with a “yes” or “no”. For example: “Am I living?” “Am I a movie star?”
If the participant receives a “yes” answer, he or she can continue to ask that group member questions until a “no” response is given. If the group member receives a “no” response, he or she must move to another group member to ask another question.

The leader explains that when a group member has established his or her new identity, he or she is to remove the tag, write his or her name across the top of the paper, and then tape the tag to his or her chest. The participant may then mill around the room helping other group members discover their identity.

The exercise concludes when all of the participants have discovered who they are.
Desire & Anticipation

1. Back to Jennifer the Hun
2. Back to Sullivan’s Horde
3. Back to Fun With a
Yvette the Hun

"Self-confidence is critical to decisiveness, for without it, a chieftain loses his following in challenging situations."

Self-Confidence

Back to the Horde
TEAM BUILDING ACTIVITY

“SELF-CONFIDENCE”

Yvette Machuca
JUNK TO JEWELS

In this activity participants will take work-related items and show how those reflect what each participant brings to the strength of the team.

The purpose is to appreciate their own and each others’ contribution to the team’s success.
Materials that are needed are commonly found items found at work such as paper clips, pens, erasers, calculators, coffee mugs, etc..

1. Have each person select an item that best represents what he or she has to contribute to the team’s success.

2. Then share with the group why each chose that particular object.
3. Give the team 5 minutes to make a sculpture using their items. The final sculpture should show how the individual parts would come together to strengthen the team and ensure success.
References

Miller, Brian Cole, “Quick Team-Building Activities for Busy Managers”, AMACON
Self-Confidence

1. Back to Yvette the Hun
2. Back to Sullivan’s Horde
Tony the Hun
"The consequence for not adequately training your Huns is their failure to accomplish that which is expected of them."

Credibility

Back to the Horde
2 Truths and a Lie

How credible are you?
Can you tell the Truth from Lies?

Credibility

is the believability of a statement, action, or source, and the ability of the observer to believe that statement.

Warm-up Activity

Invite everyone to stand up and spread out (approximately an arm’s length apart). To make sure they are awake and receptive to the forthcoming session, you will lead them in an exercise to help get their blood moving rapidly and stimulate the nerve endings.

Direct them to stretch their arms out and their sides horizontally from their bodies). When they have all done so properly, then ask them to rapidly bring their hands together, and then back to their sides (repeating the two-step sequence about 10 times in rapid succession). Conclude by telling the group that you aren’t sure how much better they feel now, but that you feel really good, because this is the first time that you have begun a session.
to a standing ovation!

**Truth, Truth, Lie**

Give the group some time to write down two things about themselves that are true, and one thing that is a “lie.” Each group member will then share these facts about themselves and the rest of the group has to figure which “fact” is actually a “lie.”

[http://www.icebreakers.us/](http://www.icebreakers.us/)
Pedro the Hun
"Huns only make enemies on purpose"

Dependability

Back to the Horde
Friendship Carry
(Leadership – Quality – Dependability)

Learn to work together and depend on one another.
No one can go it alone!

Supplies: masking tape, four spoons (plastic), ½ dozen eggs

Directions:

1) Prepare a large room. Use masking tape to make a figure eight on the floor. Make the figure eight large as possible.

2) Form two teams and position them on opposite sides of the figure eight.

3) Each team chooses two members to carry an egg with two spoons around the figure-eight course.

4) When they get back to their starting position, two different team members carry the egg through the figure eight.

5) The trick is that no two "carriers" can work together more than once.

6) Everyone must work in different carrier combinations as quickly as possible.

7) The object is that all team members go through the course before the other team does.

8) To begin the race say, “One, two, carry the egg through.”

9) Run the figure-eight race and have fun.

10) As rewards, serve bags of eight pieces of candy or eight pieces of fruit.
Curtis the Hun
"A Hun without a purpose will never know when he achieved it."

Accountability

Back to the Horde
Instructions

BACKGROUND: A can of highly toxic popcorn has contaminated a circle approximately 10 feet in diameter. The toxic area extends to the ceiling. If the poisonous popcorn is not transferred to a safe container for decontamination, the toxic popcorn will contaminate and destroy the population of the entire city. The popcorn is estimated to have a safe life of exactly 30 minutes before it explodes. Obviously, there is insufficient time to contact authorities and evacuate the city. Therefore, the lives of thousands of people are in your hands.

Inside the circle you will find two cans. One (unsafe) container is about half full of the toxic popcorn. The other (safe) container is available for decontamination.

OBJECTIVE: You must find a way to safely transfer the toxic popcorn from the unsafe container to the safe container, using only the materials provided. This includes a piece of rope (each approximately 7 feet long) for each person and a bicycle tire tube.

RULES:

1. No participant may cross the plane of the circle with any part of the body. If this occurs, the person must be taken to the hospital immediately (removed from play) and may not participate in any form from then on. The group is responsible for the safety of all its members.

2. No participant may sacrifice himself or herself to aid in the transfer of popcorn.

3. No spills are allowed or the popcorn will explode.

4. Participants may only use the materials provided. However, they can be used in any way desired.

5. The popcorn will not spread its toxicity to the safe can, the ropes, the tube, or the instruction giver. The participants have no protection inside the imaginary cylinder created by the 10-foot diameter rope.

6. The safe container may move anywhere in or outside of the circle. The unsafe container must stay inside the circle, and not be moved more than one foot from its center.

7. Remember, the popcorn must be transferred within 30 minutes or there will be a tremendous disaster.
Jessica the Hun

"Beware of the treacherous Hun who pledges loyalty in public then spreads discontent in private"

Loyalty

Back to the Horde
LOYALTY
Show others that you are faithful and dependable when you have a commitment to them.

Faithful to
- a person
- a team
- your country
- or an idea
Loyalty is faithfulness. It means standing by someone even when times get tough.

Loyalty is an important part of friendship. Just be sure that you don’t show "loyalty" to a friend by doing something that you KNOW is wrong. A true friend would never put you in that position.

• Has a friend ever questioned your loyalty?
• What are the consequences of doing something that you KNOW is wrong?
Staff Development Activities

- Create mini scenarios and write on index cards. Give a card to each teacher. With a partner or in a small group, each teacher will read the card and tell if loyalty was or was not demonstrated and why.

- Role-play: Loyal to a friend or not? Discuss.

Ex: You have a new colleague that you really enjoy working with. This new colleague doesn't like your team teacher with whom you have been working with for about three years. This new colleague tells you not to spend time around that person.
Staff Development Activities

- Generate a list of how this trait can be demonstrated at school.
- Discuss how this trait was demonstrated recently by school personnel.
- In an ongoing journal, record each time a co-worker is loyal, or sees someone being loyal.
- At the end of each week, have teachers read their journals and reflect on the traits they have demonstrated or observed.
Loyalty through Teamwork

- Encourage a fellow co-worker when he/she is feeling down about their performance.
- Give genuine praise for a job well done.
Loyalty Poem

I feel the pain - it burns like a scar,
As people stare at me from where they are,
They whisper about me behind my back,
But I'm happy anyway.
Because I will come when everyone has gone,
And I will shield you when everyone attacks.
I will comfort you while everyone laughs,
I applaud you while everyone "boos",
I will jump if you say jump.
If the world has turned its back on you,
It will have had to turn its back on me.
That's just the way it is.
This is respect,
This is friendship,
This is trust,
THIS is loyalty.