

# The Five Dysfunctions of a Team

## Lesson Overview



*The Five Dysfunctions of a Team* is a book that delivers a fable of a corporate leadership team as they struggle to improve their teamwork skills to strengthen their company. The story shares common dysfunctions of teams, as well as strategies which can be implemented to overcome these dysfunctions. The book is available through a variety of online retailers.

This series of lessons related to *The Five Dysfunctions of a Team* offers activities to support student reading of the book, along with classroom activities for reflecting on the information gained during the readings. This series of eight lessons is designed to help students examine their own personality traits, strengths and challenges when working with others, and behaviors each person can implement in order to strengthen the effectiveness of a team. The final lesson asks students to apply these teamwork skills by developing a team FCCLA project, requiring students to apply the FCCLA Planning Process while they are planning their event. While the classroom time required to teach these eight lessons may vary, one should expect it to take approximately 730 minutes of classroom instruction, or a little over 12 hours.

These lessons provide a strong foundation for local chapter leaders, and can be an excellent preparation tool for STAR Events including Leadership, National Programs in Action, and many more.

Lesson	Approximate Time Required	Five Dysfunctions of a Team pages referenced	Supplies Needed
<a href="#">Lesson 1: Introduction</a>	90 minutes	3-53	Four on the Floor Sheet, one per student Character Analysis Sheet, one per group Teamwork Scoreboard Sheet, one per student Future Predictions Sheet, one per student White Board and markers Paper and pencil for each student Waste basket or box The Five Dysfunctions of a Team by Patrick Lencioni
<a href="#">Lesson 2: The Five Dysfunctions</a>	90 minutes	54-114	Triangle Graphic Organizer, one per student Playing cards Sticky notes White Board and markers Paper and pencil for each student The Five Dysfunctions of a Team by Patrick Lencioni
<a href="#">Lesson 3: Team Building</a>	75 minutes	n/a	Computer if you take the test online Blindfolds Balls Basket Computers and internet access Jar and marbles Sticky notes The Five Dysfunctions of a Team by Patrick Lencioni <a href="#">Trust and the Marble Jar</a> <a href="#">Myers-Briggs Type Indicator Test</a>

<a href="#">Lesson 4: Fear of Conflict</a>	110 minutes	114-184	Computer with SMART board to show The Zax video Poster board or large sheet of paper Markers or crayons The Zax Poem Conflict Skill Ladder, one per student Five Finger Communication Sheet, one per student
<a href="#">Lesson 5: Lack of Commitment</a>	60 minutes	n/a	Waffle Poster paper Fake money Your job my job list from accountability lesson Venn Diagram, per student Quotes from the book Student Self-Assessment, per student Commitment PDF, per student It All Adds Up sheet, per student
<a href="#">Lesson 6: Avoidance of Accountability</a>	60 minutes	n/a	White board and marker Sticky notes or magazines Ping pong balls or others small balls
<a href="#">Lesson 7: Inattention to Results</a>	65 minutes	n/a	Balloons, straws, tape and string Computers FCCLA Planning Process SMART Goals Graphic Organizer, one per student SMART Goals assignment and rubric, one per student
<a href="#">Lesson 8: Work Toward Results</a>	180 minutes	n/a	Community Outreach Rubric, one per student team Computer and internet access FCCLA Planning Process Team Assessment, per student Team Assessment Reflection Rubric, per student