

Ethical Decision Making Modules

Problem Solving Skills (1 ½ hour)

When interpersonal conflicts arise, it is helpful to have a method available that helps solve those problems. How conflict is handled can make a big difference in the quality and the health of relationships.

Ethical Controversies (45 mins – 2 hrs depending on group size and time constraints) Ethical Controversies are a collection of dilemmas without easy answers, dilemmas in which each side might have valid arguments.

Participants experience a 5-step process:

- 1) Learn the position
- 2) Present your position
- 3) Discuss the issue
- 4) Reverse sides of the issue
- 5) Try to reach a large group consensus

Ethics in Action (30 mins – 3 hrs depending on group size and activities chosen)

Ethics in Action is a values development program that encourages cooperation, trust, respect, caring and learning to make ethical decisions. Part of the program consists of initiative games and a series of team challenges that groups must complete. Our certified staff conducts these seminars. Depending on the time of year and location, students will also have access to cross-country skiing, sledding/tubing, fishing, a nature hike, archery and shooting sports.



Leadership Skills Sessions

2006 - 2007 Fact Sheet



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What is it?

Leadership Skills Sessions are leadership team-building & ethical decision making for high school age youth. These sessions are put on through the Venturing Program of the Boy Scouts of America.



The program:

Each module has at least one trained, prepared facilitator. Facilitators use a combination of prepared materials as well as audio/visual aids, handouts, and activities with the purpose of having teenagers participate in the learning process. This is a process of guided discovery. The teachable moment, reflection periods and group interaction are key elements.

Leadership Skills Modules

Vision (1 ½ hours) Leadership requires vision. It is a critical leadership task and it establishes the framework for all other leadership activities. The Venturing Leadership Skills Course introduces vision first, recognizing that it will create a foundation for the development of additional skills. Participants will work together to create a sample vision for their group.

Communication (1 ½ hours) Leadership requires effective communications. Communication is a process by which information is exchanged between individuals. Many of the problems that plague organizations, families, and individuals can be traced to poor communication skills. The activities and presentations teach basic principles of effective communication.

Organization (2 ½ hours) A good leader must be organized. Many good ideas, dreams and visions go by the wayside because the leader or the group lacked the organizational discipline to make them happen. So much time, effort, and creative genius is wasted for lack of “walking our talk.”

Synergism (3 hours) What is synergism? When a group of 10 people working together achieves more than 10 people working independently, you have synergism. It is the state in which the whole is more than the sum of the parts. In the evolution of leadership skill training, synergism is the final skill taught. Building relationships of trust is the foundation of a synergistic group.

Team Building Skills Modules

Initiative games (30 mins - 3 hours depending on room size and activity chosen) Initiative games are fun, cooperative, challenging games in which the group is confronted with a specific problem to solve.

Cooperative games (30 mins - 3 hours depending on room size and activity chosen) Cooperative games emphasize participation, challenge and fun, rather than defeating someone.

Project C.O.P.E. (An all day activity in a camp setting) C.O.P.E. (Challenging Outdoor Personal Experience) is the most exciting, challenging program you will ever experience. In a series of group-oriented challenges, you will experience teamwork, problem solving and communication skills by overcoming challenges with your group. In addition to the stimulating challenges, C.O.P.E. is a lot of fun. The highlight of the program is the high course. The high course is a personal challenge up to forty feet off the ground, ending with a several hundred-foot zip line ride.

