Leading Discussion Workshops - Question 1

Common mistakes and redirection of discussion

Question 1: What did the speaker/author actually say? What did you hear?

Common mistakes or issues	Redirection of discussion
1.Person frequently begins answer with "I agree with the speaker" "I liked or didn't like what the speaker said" "I wish they would have said"	Leader "I suggest you, begin your answer with I heard" "Try and paraphrase what they said instead of starting with I feel"
"I disagree with what they said" 2. Corrects other participants' answers. "What you just said wasn't what the speaker said"	Leader "Don't worry, That is what they heard." Or "We all hear things differently; it is what she/he heard. Let's avoid correcting or contradicting one another's hearing."
3. Monopolizes conversation. Person shares multiple examples of what was said. I heard the speaker say, andandand	Leader Interrupt the person. "Thank you, Let's limit this round of our comments to 1 or 2 things." Ask another person, "What did you hear?"
4. Person says, "I feel strongly about the talk. It really moved me, and I am going to"	Leader "That's a good answer for Question 3. You should note it there. But we are just on Question 1—what we heard. We just want to retell it. When we have strong personal takeaways or strong feelings, record those under Question 3 in the sources journal. That's the parking lot for those thoughts and ideas. That will help us when we get to Phase 2."
5. Silent group member	Leader In the beginning, ask everyone to take a turn answering the question. If a person doesn't answer a leader could encourage them to build on another person's idea or ask, "What do you recall about when the speaker talked about?" The longer a person goes without talking in a group the harder it will be for them to share. Intervene early.

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Role Play exercise for leading a discussion on the two questions of the sources: QUESTION 1

Directions:

- 1. The goal of this learning exercise is to give the head of a group a chance to practice leading a group in which members will make mistakes in the discussion. It will give leaders an opportunity to practice redirecting. Make mistakes and have fun. Each small group leader should take a turn at role playing the leader of this challenging group.
- 2. Pass out the roles.
- 3. The person who drew the leader and the person who drew the timekeeper should tell the group what their role is. Other members should not share their role.
- 4. Ask the members not to be too difficult on the leader. At any time, the leader can look at the handout on redirection for help. Or they call a time out and ask for help from the timekeeper.
- 5. The timekeeper should end the role play after 5 minutes.
- 6. Reveal everyone's role.
- 7. At the end have a conversation about what you learned from doing this exercise. This is the most important step in the exercise. The most learning can come in the reflections and conversation.

Question 1: What did the speaker/author actually say? What did you hear?

The Question 1 Roles are:

Role leader: Give brief instructions. Ask everyone to answer the question at least one time. Then ask the question. You may want to model answering it. At any time, you may take a time out from the role play and look at the handout on how to redirect. Or you could ask the timer for help.

Role 1: Timekeeper. Keep the time for the role play. Be assertive. Stick to the time allotted of 5 minutes. Tell the group when time is up. You may participate in the group discussion as yourself. But make sure you keep the time. Ask the group to select new roles when the time is up.

Role 3: Silent member. Share, but only when prompted by the leader. Don't be surprised if the leader doesn't notice you. They will have their hands full. Enjoy listening to others.

Role 4: Monopolizer. Wait until the leader asks the first question. Then share your answer and continue to monopolize the conversation. Try to make several points. Do not be obnoxious. Respond to the leader's redirection.

Role 5: Share an answer to the question. Be responsive to the leader's direction. Be cooperative.

Role 6: Be yourself. Enjoy the role play. And participate if you wish. If you want, you can be lighthearted and make a joke or encourage someone. Again, do what you want.