## **Applications** grid

The activities in this Trainer's Activity Pack can be used to meet a number of objectives. This grid provides you with a speedy reference to each activity.					eadership	S		eness	ment
Activity	Application	Decision making	Goal setting	Influencing skills	ntroduction to leadership	Management skills	Managing change	Personal effectiveness	Process improvement
•		_		_	_	_	_		_
Understanding leadership				<b>/</b>	<b>/</b>	<b>/</b>	1	<b>/</b>	
2. How are you doing?				<b>/</b>	1	<b>/</b>	/		
3. Are you really leading?					<b>/</b>	<b>/</b>	/	<b>/</b>	<b>/</b>
4. Innovation							<b>/</b>		<b>/</b>
5. Continuous improvement							1		<b>/</b>
6. Getting your people on track						<b>/</b>	<b>/</b>		
7. Scenario planning							<b>/</b>		
8. Leading large-scale change					<b>√</b>		<b>√</b>		<b>✓</b>
9. Why have a vision?			<b>✓</b>		<b>/</b>		<b>√</b>	<b>/</b>	
10. Finding your vision		<b>√</b>	<b>√</b>				<b>√</b>	<b>√</b>	
11. Core values		<b>√</b>	<b>√</b>		<b>✓</b>		1	1	
12. Communicating the vision						✓	1		
13. What gets measured gets done			<b>√</b>			1	1		1
14. Trust and rapport		1		1	1	1	1		
15. Managing your own state			<b>√</b>	1	1	1		1	
16. Influencing the state of others				1	1	1	1		
17. Influencing styles				1	1	1			
18. Telling				1		1			
19. Selling one to one				1		1			1
20. Making a persuasive presentation				1		1			1
21. Negotiating for win-win				1		1			
22. Creativity and problem solving			1	1		1		1	
23. Coaching for performance			1	1		1			
24. Decision making		1		1	1	1	1		
25. Your values, your beliefs, your decision		1	1	1		1	1	1	
26. Time management from the inside out		1	1			1		1	
27. Who you are, and where you are going		1	1					1	
28. Keeping your learning alive		1	1	1	1	1	1	1	