



## Post-Launch Lesson Plan

### GRADE 5, PLANET E | TEN QUALITIES OF A LEADER

#### Objectives

- Students reflect on and begin to express their own work-related interests and preferences and how that might affect their career choices.
- Students can describe and discuss the kinds of decisions leaders/entrepreneurs make.
- Students can explain the importance of working cooperatively with others to complete a task.
- Students identify effective group interaction strategies.
- Students can name some of the risks and rewards of leadership/entrepreneurship.

#### Preparation & Materials Needed

- Copies of the *Ten Qualities of a Leader* handout for each student.
- Chalkboard/whiteboard or chart paper with markers.

#### Lesson Plan

*Total Time: 14-18 minutes*

##### INTRODUCTION

**5-6 Minutes**

When students return from their visit to Galaxy Planet E, engage the class in reviewing what they learned using the following:

- What did you think of your visit to Planet E?
- Can you recall some occupations that enterprising individuals have? (e.g. business leaders, entrepreneurs, politicians, company owners, salespersons, etc.).
- Did anyone discover that they might be interested in an enterprising career? What aspects of enterprising occupations interest you?

Process student responses as a class.



<p><b>INTRODUCTION</b></p> <p>(continued)</p> <p><b>5-6 Minutes</b></p>	<p>Take a moment to review some of the words used in students' planetary visit and discuss each, as well their importance to those interested in enterprising occupations:</p> <ul style="list-style-type: none"> <li>• <i>Entrepreneur</i></li> <li>• <i>Trustworthiness</i></li> <li>• <i>Energetic</i></li> <li>• <i>Persuasiveness</i></li> </ul> <p>If time allows, discuss with students the potential risks and rewards of being an enterprising leader.</p>
<p><b>ACTIVITY</b></p> <p><b>8-10 Minutes</b></p>	<p>Ask students if they remember the "true" and "false" qualities of a good leader that were discussed during the Planet E visit. State that because that list is so important, students will be working in pairs to review the list and make it complete.</p> <p>Divide the class into pairs. Give each student a copy of the <i>Ten Qualities of a Leader</i> handout. Call on students to read each statement and ask the class if they can remember if the question was 'true' or 'false.' If the statement is true, have students put a check mark in the empty box next to it on the right side of the page. Discuss with the class why this statement is a quality of a leader.</p> <p>If the statement is false, discuss why it is false and ask student teams to use the empty box next to it to rewrite the statement so it is true. Alternatively, engage the entire class in a discussion on how the statement could be rewritten so that it is true, then have students write down the agreed upon statement (see the answer key for ideas).</p> <p>When the entire worksheet has been discussed, tell students that they now have a complete list of ten qualities of a leader which they can keep.</p>
<p><b>CONCLUSION</b></p> <p><b>1-2 Minutes</b></p>	<p>Reflect with students on all that they have learned during their Kuder Galaxy visits. They now have information they can use to explore careers and lead others.</p>

## 5E ACTIVITY | TEN QUALITIES OF A LEADER

My Name: \_\_\_\_\_

Put a ✓ in the box next to the statements that are true. Rewrite the statements that are false in the empty box to the right.

1. Help others identify and use their talents in ways that benefit the whole organization.		
2. Do everything yourself to make sure it is done right.		
3. Get to know the people you lead and the kind of knowledge and skills they can contribute.		
4. Make up new rules often, even if that confuses others.		
5. Ensure everyone is safe and healthy in doing their jobs.		
6. Be a good coach by telling others what they are doing well and how they can improve to do their jobs better.		
7. Take the credit for every successful project.		
8. Change your goals as soon as there is an unexpected difficulty.		
9. Be open to ideas from team members about how to accomplish the project successfully.		
10. Make all the decisions for everyone's job without seeking information from those doing the job.		

## 5E ACTIVITY | TEN QUALITIES OF A LEADER

### ANSWER KEY

1. Help others identify and use their talents in ways that benefit the whole organization.	✓	
2. Do everything yourself to make sure it is done right.		<b>Involve everyone in the group to make sure the work is done right.</b>
3. Get to know the people you lead and the kind of knowledge and skills they can contribute.	✓	
4. Make up new rules often, even if that confuses others.		<b>Use consistent rules that are clear to everyone.</b>
5. Ensure everyone is safe and healthy in doing their jobs.	✓	
6. Be a good coach by telling others what they are doing well and how they can improve to do their jobs better.	✓	
7. Take the credit for every successful project.		<b>Share credit for successful projects with the entire group.</b>
8. Change your goals as soon as there is an unexpected difficulty.		<b>Stay true to your goals even when things are difficult.</b>
9. Be open to ideas from team members about how to accomplish the project successfully.	✓	
10. Make all the decisions for everyone's job without seeking information from those doing the job.		<b>Seek information from those doing a job before making decisions for everyone.</b>