

Our Team Behaviors©

World Café Process, Business Culture Expertise, Computer Software

1

Company Team,
Academy Facilitator, and
Graphic Recorder



World Café Brainstorming



Graphic Recorder
Output



Example Behaviors

Inspires
Takes Ownership
Available
Commits
Dependable
Accountable
Says Thanks
Suspends Judgements
Problem Solver
Mentors
Straight Forward
Seeks Help

2

Computer Software To See Achievement of Values

Teams Get It!

Input Values Data Input Behaviors Data Results for Values Results for Behaviors

Select a Team Member

- Kim Allerton
- Mike Appleger
- Lisa Barnett
- Erin Capwell
- David Cass
- Dan Clark**
- Miguel Iñigo
- Richard Hill
- Ahmed Laghari
- Luigi Taglieri

Input Values Alignment Data for the Design Team

Dan Clark

Value	To what extent do you feel this value is practiced on a day-to-day basis by Dan Clark?
Accountability	<input type="radio"/> Never <input type="radio"/> Seldom <input type="radio"/> Sometimes <input type="radio"/> Often <input checked="" type="radio"/> Always
Humility	<input type="radio"/> Never <input type="radio"/> Seldom <input type="radio"/> Sometimes <input checked="" type="radio"/> Often <input type="radio"/> Always
Innovation	<input type="radio"/> Never <input type="radio"/> Seldom <input type="radio"/> Sometimes <input type="radio"/> Often <input checked="" type="radio"/> Always
Communication	<input type="radio"/> Never <input type="radio"/> Seldom <input checked="" type="radio"/> Sometimes <input type="radio"/> Often <input type="radio"/> Always
Love	<input type="radio"/> Never <input type="radio"/> Seldom <input checked="" type="radio"/> Sometimes <input type="radio"/> Often <input type="radio"/> Always
Respectfulness	<input type="radio"/> Never <input type="radio"/> Seldom <input type="radio"/> Sometimes <input type="radio"/> Often <input checked="" type="radio"/> Always

SUBMIT

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Teams Get It!

My Team Members Input Values Data Input Behaviors Data Results for Values Results for Behaviors

Select a Team Member

- Kim Allerton
- Mike Appleger
- Lisa Barnett
- Erin Capwell
- David Cass
- Dan Clark**
- Miguel Iñigo
- Richard Hill
- Ahmed Laghari
- Luigi Taglieri

Input Behavior and Leadership Indicators for the Design Team

Dan Clark
dan@designteam.com

Excels	Might Improve
<input checked="" type="checkbox"/> Listens	<input type="checkbox"/> Fair Minded
<input type="checkbox"/> Honest	<input type="checkbox"/> Dependable
<input type="checkbox"/> Inspires	<input type="checkbox"/> Straightforward
<input type="checkbox"/> Open	<input type="checkbox"/> Supportive
<input type="checkbox"/> Available	<input type="checkbox"/> Suspends Judgement
<input type="checkbox"/> Present	<input type="checkbox"/> Says Thanks
<input type="checkbox"/> Competent	<input type="checkbox"/> Competent

SUBMIT

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Teams Get It!

My Team Members Input Values Data Input Behaviors Data Results for Values Results for Behaviors

1. Select Data Types

- Data for Design Team
- Data for George Smith**

2. Select Time Period

- Current Period**
- All Periods (average)

Results for Behavior Achievements

Excels	Might Improve
5 Listens	3 Listens
7 Honest	1 Honest
6 Inspires	1 Inspires
8 Open	0 Open
10 Available	0 Available
9 Present	0 Present
10 Competent	0 Competent

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Select a Team Member

Kim Allerton
✓ SubmittedMike Appleger
✓ Submitted

Lisa Barnett



Erin Capwell



David Cass



Dan Clark



Miguel Islas



Richard Hill



Ahmed Laghari



Luci Taglieri

Input Values Alignment Data for the Design Team



Dan Clark

Value	To what extent do you feel this value is practiced on a day-to-day basis by Dan Clark?				
Accountability	<input type="radio"/> Never	<input type="radio"/> Seldom	<input type="radio"/> Sometimes	<input type="radio"/> Often	<input checked="" type="radio"/> Always
Humility	<input type="radio"/> Never	<input type="radio"/> Seldom	<input type="radio"/> Sometimes	<input checked="" type="radio"/> Often	<input type="radio"/> Always
Innovation	<input type="radio"/> Never	<input type="radio"/> Seldom	<input type="radio"/> Sometimes	<input type="radio"/> Often	<input checked="" type="radio"/> Always
Communication	<input type="radio"/> Never	<input type="radio"/> Seldom	<input checked="" type="radio"/> Sometimes	<input type="radio"/> Often	<input type="radio"/> Always
Love	<input type="radio"/> Never	<input type="radio"/> Seldom	<input checked="" type="radio"/> Sometimes	<input type="radio"/> Often	<input type="radio"/> Always
Respectfulness	<input type="radio"/> Never	<input type="radio"/> Seldom	<input type="radio"/> Sometimes	<input type="radio"/> Often	<input checked="" type="radio"/> Always

George Smith rating achievement for Dan Clark

✓ SUBMIT

Select a Team Member


Kim Allerton
✓ Submitted


Mike Appleger
✓ Submitted


Lisa Barnett
✓ Submitted


Erin Capwell


David Cass


Dan Clark


Miguel Islas


Richard Hill


Ahmed Laghari


Luci Taglieri

Input Behavior and Leadership Indicators for the Design Team


Dan Clark
 dan@designteam.com

👍 Excels

- | | |
|---|---|
| <input checked="" type="checkbox"/> Listens | <input type="checkbox"/> Fair Minded |
| <input type="checkbox"/> Honest | <input type="checkbox"/> Dependable |
| <input type="checkbox"/> Inspires | <input type="checkbox"/> Straightforward |
| <input type="checkbox"/> Open | <input type="checkbox"/> Supportive |
| <input type="checkbox"/> Available | <input type="checkbox"/> Suspends Judgement |
| <input type="checkbox"/> Present | <input type="checkbox"/> Says Thanks |
| <input type="checkbox"/> Competent | |

👎 Might Improve

- | | |
|------------------------------------|---|
| <input type="checkbox"/> Listens | <input type="checkbox"/> Fair Minded |
| <input type="checkbox"/> Honest | <input type="checkbox"/> Dependable |
| <input type="checkbox"/> Inspires | <input type="checkbox"/> Straightforward |
| <input type="checkbox"/> Open | <input type="checkbox"/> Supportive |
| <input type="checkbox"/> Available | <input type="checkbox"/> Suspends Judgement |
| <input type="checkbox"/> Present | <input type="checkbox"/> Says Thanks |
| <input type="checkbox"/> Competent | |

George Smith inputting data for Dan Clark.

✓ SUBMIT



1. Select Data Types

- ☐ Data for Design Team
- ☒ Data for George Smith

2. Select Time Period

- ☒ Current Period
- ☐ All Periods (average)

Results for Behavior Achievements

👍 Excels		👎 Might Improve	
5 Listens	6 Fair Minded	3 Listens	2 Fair Minded
7 Honest	8 Dependable	1 Honest	1 Dependable
6 Inspires	10 Straightforward	1 Inspires	0 Straightforward
8 Open	9 Supportive	0 Open	0 Supportive
10 Available	10 Suspends Judgement	0 Available	0 Suspends Judgement
9 Present	10 Says Thanks	0 Present	0 Says Thanks
10 Competent		0 Competent	

Numbers in squares are the number of times each behavior was chosen for the current time period. This shows the current time period data for George Smith as provided by his team members.