Constructive and Destructive Group Behaviors

Each group will have its own feel and personality based on the people in the group. This exercise helps clarify, both to you and your participants, the strengths and weaknesses each member contributes to the group.

Activity (10 minutes): Each participant chooses his most constructive and destructive group behavior from the following lists. Each participant then shares the choice with the larger group and explains why she chose those behaviors. The facilitator may also wish to write down each participant's strengths and weaknesses so individual participants can be called on when a certain behavior is needed or needs to be curbed.

Constructive Group Behaviors

Cooperating: Expresses interest in the views and perspectives of other group members and is

willing to adapt for the good of the group.

Clarifying: Makes issues clear for the group by listening, summarizing and focusing

discussions.

Inspiring: Enlivens the group, encourages participation and progress.

Harmonizing: Encourages group cohesion and collaboration. For example, uses humor as a relief

after a particularly difficult discussion.

Risk Taking: Is willing to risk possible personal loss or embarrassment for the group or project

success.

Process Checking: Questions the group on process issues such as agenda, time frames, discussion

topics, decision methods, use of information, etc.

Destructive Group Behaviors

Dominating: Takes much of meeting time expressing self views and opinions. Tries to take

control by use of power, time, etc.

Rushing: Encourages the group to move on before task is complete. Gets "tired" of listening

to others and working as a group.

Withdrawing: Removes self from discussions or decision-making. Refuses to participate.

Discounting: Disregards or minimizes group or individual ideas or suggestions. Severe

discounting behavior includes insults, which are often jokes.

Digressing: Rambles, tells stories, and takes group away from primary purpose.

Blocking: Impedes group progress by obstructing all ideas and suggestions. "That will never

work because..."