

Wraparound Traits Trivia Questions

This trivia activity is designed to help participants learn and remember the traits of effective Wraparound facilitators. Use these questions to engage teams in a collaborative learning exercise.

1. What is the best way for a facilitator to respect the team's time?
 - A) Start and end on time
 - B) Focus only on discussions
 - C) Extend meetings if needed
 - D) Skip the agenda
2. Why should a facilitator use an agenda, minutes, and records?
 - A) To keep track of decisions and progress
 - B) To impress the team
 - C) To reduce the need for follow-up
 - D) To avoid responsibility
3. How should facilitators use data during team discussions?
 - A) To guide the team past assumptions
 - B) To ignore personal experiences
 - C) To focus solely on numbers
 - D) To argue with team members
4. What should facilitators do when summarizing information?
 - A) Challenge adults to reflect together
 - B) Focus only on the facts
 - C) Avoid discussion
 - D) Speak for all team members
5. What should a facilitator prioritize when a decision needs to be made?
 - A) Push for decisions
 - B) Delay until the next meeting
 - C) Avoid involvement
 - D) Ask only one team member to decide
6. Why is it important to return to decisions made in previous meetings?
 - A) To review follow-through and results
 - B) To undo them if needed
 - C) To remind team members of mistakes
 - D) To fill meeting time
7. What does this mean: 'The process is never more important than the help itself'?
 - A) Facilitators should prioritize the team's impact over the process
 - B) Focus entirely on steps in the process

- C) Avoid planning
- D) Disregard the team's feelings

8. What is a facilitator's best tool?

- A) The team members
- B) A strict agenda
- C) Detailed reports
- D) A long lecture

9. Why should facilitators 'think team from the first point of contact'?

- A) To build collaboration and shared ownership
- B) To reduce the facilitator's workload
- C) To finish faster
- D) To focus on services only

10. How should facilitators view Wraparound?

- A) As a planning process
- B) As a rigid service
- C) As a quick solution
- D) As a one-time fix

11. Why should facilitators recognize the limitations of planning only?

- A) Because results depend on follow-through and action
- B) Planning always fails
- C) Plans never change
- D) Teams don't need plans

12. Why is it important to engage skills from various sources and experiences?

- A) To bring diverse perspectives to problem-solving
- B) To ensure only experts contribute
- C) To make the process easier
- D) To replace team members

13. How should facilitators adapt their planning?

- A) To fit the situation and context
- B) To fit their personal preferences
- C) To avoid team input
- D) To focus only on the

14. What should facilitators focus on to avoid wasting time?

- A) What's most important
- B) Everything equally
- C) Small details

D) Issues that don't matter

15. Why should facilitators fuss about results and people rather than words?

- A) Actions and impact matter more than discussions
- B) Words are unimportant
- C) Team members dislike talking
- D) Meetings should be quiet

16. How can facilitators lead effectively?

- A) By action rather than lecture
- B) By speaking more than others
- C) By ignoring team feedback
- D) By dictating all decisions

17. Why should facilitators pay attention to the family and individual team members?

- A) To build trust and understanding
- B) To reduce their workload
- C) To avoid accountability
- D) To end meetings quickly

18. What is a facilitator's role in recognizing team contributions?

- A) Reward what team members have done right
- B) Point out mistakes
- C) Take credit for successes
- D) Avoid giving feedback

19. When should facilitators change something that's already working?

- A) Only when absolutely necessary
- B) Always, to improve it
- C) Frequently, to adapt
- D) Never, even if needed

20. Why is it important to communicate when 'out of model'?

- A) To maintain transparency and trust
- B) To avoid responsibility
- C) To delay decisions
- D) To stop team input