



Reliability and Accountability Mentor Moments

The resources are meant to be downloaded and edited as necessary to meet the specific needs and/or experience level of your Participant group and/or be incorporated into other existing materials in use by your organization.

These activities help to foster the culture of each of the competencies by applying them to everyday situations. The Mentor Moments are quick and easy. These can be used as ice breakers or introductions to each skill. In addition, they can serve as interventions that provide unique ways to reinforce one of the performance indicators. They also provide a common reference point for learners which can be brought up as examples or reminders as part of the ongoing skills progression. They are not meant to be full lessons, but rather just-in-time supports to foster skills.

MM 1 – Accountability Quotes

Have learners select one of the quotes about accountability (attached) or find one of their own. Ask the learners to develop a creative way to remind themselves of the quote they have chosen. Examples might be to make a card that can be laminated and put in their wallets, a small poster, attach the quote to the center of an intricate coloring page design, or even create a tee shirt.

MM 2 – Geocaching

Geocaching is an outdoor recreational activity, in which participants use a GPS receiver or mobile device and other navigational techniques to hide and seek containers, called "geocaches" or "caches." These caches are at specific locations marked by coordinates and can be found all over the world.

Investigate geocaching and download an app. Have learners work in groups where one person is reading the written information and the others are following the verbal directions. Switch out roles often. Find several caches in your community. Have learners establish at least three additional caches in your area.

MM 3 – Start to Finish Storyboard

Ask learners to determine a complex task that they would like to accomplish. This can be one at home, school, or in the workplace. Have the learner determine what resources are needed, how the project will progress, and how success will be measured. Task learners with creating a storyboard that depicts the steps required to successfully accomplish the task. Encourage the learner to complete the task.

MM 4 – Improvise!

Print and cut apart the two sets of Improvise! Cards (attached). Have one learner draw a setting card and a second learner draw a situation card. Have learners improvise a short skit of how they could handle the situation represented by the two cards. There are two ways that you can run this improvisation. In the easy way, learners can see each other's cards. In the more difficult and stressful way, learners begin to improvise their own cards and eventually bring the skit together as they obtain clues from each other's improvisation.

MM 5 – The Needs of the Many

Ask learners to think about movies or books where someone sacrificed something for the greater good. Brainstorm a list of these scenes or quotes. The most famous example is in "The Wrath of Kahn" when Spock says, "Logic clearly dictates that the needs of the many outweigh the needs of the few." Ask learners to relate these examples to their own real-life situations. This concept is sometimes seen in sports. In baseball there is the sacrifice bunt or fly-ball. In bicycle races some team members let the fastest rider stream behind them so the rider will have additional strength at the end of the race.

Crosswalk of Performance Indicators and Mentor Moments for Reliability and Accountability

Performance Indicator	Accountability Quotes	Geocaching	Start to Finish Storyboard	Improvise!	The Needs of Many
Participates fully in task or project from initiation to completion			X		
Follows written and verbal directions		X			
Remains calm and self-controlled under stressful situations				X	
Is engaged and consistent attendance	X				
Acts responsibly with the interests of the larger team in mind					X