

# QUALITIES OF AN EFFECTIVE TEAM PLAYER

Employers are seeking students and graduates who are proficient in their field and who have a strong grasp of the soft skills including: social graces, communication, friendliness, relationship building, etc.

NTC's Student Development Team including Student Life and Career Services can help you:

- \* prepare for job fairs and interviews
- \* develop self awareness
- \* practice common interview questions
- \* tackle attitude, ethics and integrity
- \* acquire networking skills
- \* learn how to be a part of a team
- \* and so much more

Check out our online resources:  
[studentlife.ntc.edu/soft-skills](http://studentlife.ntc.edu/soft-skills)

## Ten Qualities of an Effective Team Player

By Marty Brounstein from *Managing Teams For Dummies*

Demonstrates reliability

Communicates constructively

Listens actively

Functions as an active participant

Shares openly and willingly

Cooperates and pitches in to help

Exhibits flexibility

Shows commitment to the team

Treats others in a respectful and supportive manner



## ICE BREAKERS



### NAME GAME

*Purpose: Get to know teammates.*

Start with the group standing in a circle. The first person gives their name: Goofy George. The second person gives the first person's name and then their own: Goofy George, Laughing Lisa. The next person starts at the beginning and recites each person's name along with their own: Goofy George, Laughing Lisa, Courageous Collin. Continue until all participants' names have been added.

### TWO TRUTHS AND A LIE

*Purpose: Get to know teammates, identify similarities, read nonverbal communication skills.*

- Each participant thinks of three statements about themselves to share with the group. Two of the statements should be true; the third should be something false.
- Each participant shares the three statements – in any order – with the group.
- The group tries to determine which statement is false.

### ON THE SPOT

*Purpose: Engage critical thinking skills and creativity.*

- Divide into small groups of two to four people.
- The facilitator displays an object from their work desk, classroom, backpack, etc.
- Each group works together "on the spot" to come up with ten different ways the object can be used. For instance, use a bag of popcorn as a snack, make a necklace out of it, sell it for a fundraiser, make a mess, decorate a tree, feed the birds, give a bag to someone else to meet someone new, add other ingredients to make trail mix, make an art piece, add a seasoning to match your personality.