# So you're a team player?

Okay, what kind?



### Belbin team roles

There are action-oriented roles, people-oriented roles, and thought-oriented roles

Partly your own natural working style, partly team dynamics

Why try to understand your 'natural team role'?

- Manage your strengths and weaknesses
- Improve how you contribute
- Avoid teams that are all too similar

#### Action:



#### Plant (aka Innovator)

Tend to be highly creative and good at solving problems in unconventional ways

**Strengths:** Creative, imaginative, free-thinking, generates ideas and solves difficult problems

Allowable weaknesses: Might ignore incidentals, and may be too preoccupied to communicate effectively

**Don't be surprised to find that:** They could be absent minded or forgetful

#### People:



#### Resource Investogator (aka Explorer)

They use their inquisitive nature to find ideas to bring back to the team.

**Strengths:** Outgoing, enthusiastic, explores opportunities and develops contacts

Allowable weaknesses: Might be over-optimistic, and can lose interest once the initial enthusiasm has passed

**Don't be surprised to find that:** They might forget to follow up on a lead

### Thought:



#### Specialist (aka Expert)

Brings in-depth knowledge of a key area to the team

**Strengths:** Single-minded, selfstarting and dedicated; they provide specialist knowledge and skills

**Allowable weaknesses:** Tends to contribute on a narrow front and can dwell on the technicalities

**Don't be surprised to find that:** They overload you with information



#### Shaper (aka Driver)

Provide the necessary drive to ensure that the team keeps moving and does not lose focus or

**Strengths:** Challenging, dynamic, thrives on pressure, has the drive and courage to overcome obstacles

**Allowable weaknesses:** Can be prone to provocation, and may sometimes offend people's feelings

**Don't be surprised to find that:** They could risk becoming aggressive and bad-humoured in their attempts to get things done



#### Teamworker (aka Team Player)

Help the team to gel, using their versatility to identify the work required and complete it on behalf of the team

**Strengths:** Co-operative, perceptive and diplomatic, listens and averts friction

**Allowable weaknesses:** Can be indecisive in crunch situations and tends to avoid confrontation

**Don't be surprised to find that:** They might be hesitant to make unpopular decisions



#### Monitor evaluator (aka Analyst)

Provides a logical eye, making impartial judgements where required and weighs up the team's options in a dispassionate way

**Strengths:** Sober, strategic and discerning, sees all options, and judges accurately

Allowable weaknesses: Sometimes lacks the drive and ability to inspire others and can be overly critical

**Don't be surprised to find that:** They could be slow to come to decisions



#### Completer finisher (aka Completer)

Most effectively used at the end of tasks to polish and scrutinise the work for errors, subjecting it to the highest standards of quality control

**Strengths:** Painstaking, conscientious, searches out errors, polishes and perfects

**Allowable weaknesses:** Can be inclined to worry unduly, and reluctant to delegate

**Don't be surprised to find that:** They could be accused of taking their perfectionism to extremes



#### Co-ordinator (aka Chairman)

Needed to focus on the team's objectives, draw out team members and delegate work appropriately

**Strengths:** Mature, confident, identifies talent and clarifies goals.

**Allowable weaknesses:** Can be seen as manipulative and might offload their own share of the work

**Don't be surprised to find that:**They might over-delegate, leaving themselves little work to do



#### Implementer (aka Executive)

Needed to plan a workable strategy and carry it out as efficiently as possible

Strengths: Practical, reliable, efficient; turns ideas into actions and organises work that needs to be done

**Allowable weaknesses:** Can be a bit inflexible and slow to respond to new possibilities

**Don't be surprised to find that:** They might be slow to relinquish their plans in favour of positive changes

### Belbin team roles: Action-oriented



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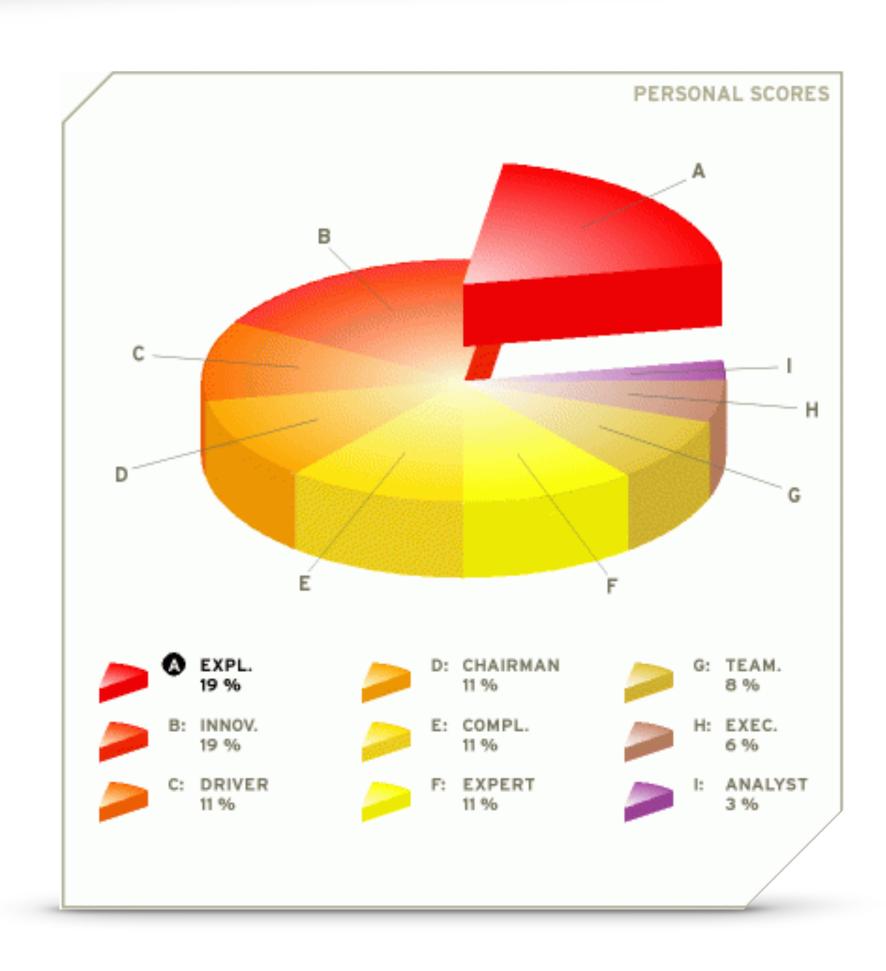
### You could take a Belbin test:

Visit thatkeith.com/belbintest and go through the 'this or that' questions...

- Don't think too much about it
- Pick which word from each pair best describes you
- If both fit, choose the one that feels the most right
- If neither fit, choose the one that's least wrong

Gregarious 🔘	Challenging	
Practical (	Critical	
Orderly (	Communicativ	/e
Curious 🔘	Respectful	
Impatient (	Sensitive	
Sensible 🔘	Agreeable	
Networking (	Controlling	
Systematic (	Diplomatic	
Extrovert (	Independent	
Organize 🔘	Improvize	

### An example Belbin result (mine, last time I tried it)







# Tuckman's stages of group development (also relevant to solo projects, to an extent)

Forming (establishing team roles and goals)

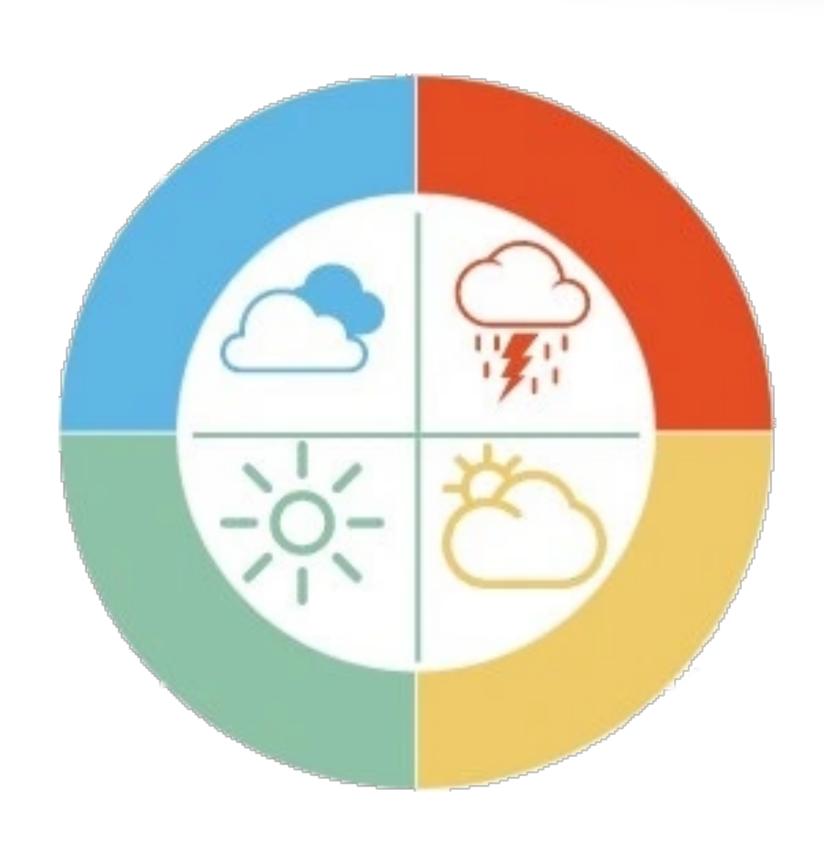
Storming (shakedown time for those roles and goals)

Norming (team identity and mutual support established)

Performing (solutions/decisions/outputs achieved)

Sometimes also:

Adjourning (wrapping up in whatever way is appropriate)



### Myers-Briggs Type Indicator (MBTI)

Indicates your personality preferences in four dimensions:

- —Where you focus your attention: Extraversion (E) or Introversion (I)
- —The way you take in information: Sensing (S) or INtuition (N)
- How you make decisions: Thinking (T) or Feeling (F)
- How you deal with the world: Judging (J) or Perceiving (P)











### You could take a Myers-Briggs test

Visit <u>thatkeith.com/myersbriggstest</u> and go through the 'agree or disagree' questions...

- Don't think about things too much
- Click whichever dot feels right
- —Answer honestly even if you don't like the answer
- —Try to avoid giving 'neutral' answers

	You en	joy vibr	ant so	cial ev	ents w	ith lots	of people.	
Agree		$\bigcirc$	0	0	0	$\bigcirc$		Disagree
You often spend time exploring unrealistic yet intriguing ideas.								
Agree		$\bigcirc$	0	0	0	$\bigcirc$	$\bigcirc$	Disagree
Your tr	Your travel plans are more likely to look like a rough list of ideas than a detailed itinerary.							
Agree		$\bigcirc$	0	0	0	$\bigcirc$	$\bigcirc$	Disagree
You often think about what you should have said in a conversation long after it has taken place.								
Agree		$\bigcirc$	$\bigcirc$	0	0	$\bigcirc$	$\bigcirc$	Disagree
If your	If your friend is sad about something, your first instinct is to support them emotionally, not try to solve their problem.							
Agree	$\bigcirc$	$\bigcirc$	$\bigcirc$	0	$\circ$	$\bigcirc$	$\bigcirc$	Disagree

### A Myers-Briggs result (me again)

My first test years ago said ENTP (debater), then later ESTP (entrepreneur), then ENFP (campaigner), then INFP (mediator), and yesterday my result was INTP (logician).

True, these are all aspects of me, but this shows that hard reliance on a specific result is a bad idea.

So DON'T put too much faith in Myers-Briggs (see the 'fad that won't die' article). But do explore it.











#### **Analysts**

Intuitive (N) and Thinking (T) personality types, known for their rationality, impartiality, and intellectual excellence.

Architect INTJ

Logician INTP Commander ENTJ

Debater ENTP

#### **Diplomats**

Intuitive (N) and Feeling (F) personality types, known for their empathy, diplomatic skills, and passionate idealism.

Advocate INFJ

Mediator INFP Protagonist ENFJ Campaigner ENFP

#### **Sentinels**

Observant (S) and Judging (J) personality types, known for their practicality and focus on order, security, and stability.

Logistician ISTJ Defender ISFJ

Executive ESTJ Consul ESFJ

#### **Explorers**

Observant (S) and Prospecting (P) personality types, known for their spontaneity, ingenuity, and flexibility.

Virtuoso ISTP Adventurer ISFP

Entrepreneur ESTP

Entertainer ESFP

### Links and info

A version of the Belbin test: thatkeith.com/belbintest

Belbin, M. (1981). Management Teams. London; Heinemann.

A version of the Myers-Briggs test: thatkeith.com/myersbriggstest

Myers, Isabel Briggs with Peter B. Myers (1995) [1980]. Gifts Differing: Understanding Personality Type. Mountain View, CA: Davies-Black Publishing.

But see also: Grant, Adam. Say goodbye to MBTI, the fad that won't die. 2013. <u>linkedin.com/pulse/20130917155206-69244073-say-goodbye-to-mbti-the-fad-that-won-t-die</u>

Tuckman, Bruce (Spring 2001). "Developmental Sequence in Small Groups'" (PDF). Group Facilitation: A Research and Applications Journal (<u>openvce.net/sites/default/files/</u>

<u>Tuckman1965DevelopmentalSequence.pdf</u>)

How to help your team to move through Tuckman's stages (Notes by A. Kulikov): <a href="https://kulikov.dev/2022/12/20/how-to-help-your-team-to-move-through-tuckmans-stages/">https://kulikov.dev/2022/12/20/how-to-help-your-team-to-move-through-tuckmans-stages/</a>







