



WORKSHEET

The Grounding Prong: Habits for Connecting People to the Team Vision

Be clear about what your vision is.

- Some coaches opt for an overarching theme like Row the Boat (PJ Fleck) or Pyramid of Success (John Wooden) or The Definite Dozen (Pat Summitt). Others work in yearly themes that typify their immediate team mission. Some coaches choose to do both.
- Whether you choose to construct and articulate the team's narrative solely on your own or in collaboration with your staff and players, it must genuinely fit with you or it will fail. Seek help with value and philosophy setting from the first two workbooks of this series for the important self-awareness tools if you have not already gotten clear on those things.

Articulate your vision in simple terms - over and over and over again.

This articulation must be verbal, in picture, with video and song, and in any and every other way you can imagine. Paint a picture of where the team is going and how it's going to get there at every opportunity.

Insist that everyone in your program knows the why and what of the team vision.

- Quiz your staff and players on the specifics of the team's vision if you must, but be sure it is crystal clear to everyone on your team.
- Create fun ways to bring the vision and its content to life for better understanding.

Find sticky ways to bring your team vision into your team's daily interactions whenever possible.

- The team vision is a living breathing idea, not something to collect dust on a bookshelf or wall.
- Corny phrases or pictures line the halls of some of the greatest cultures in the world for a reason.

Take Away for Coaches

- Vision is another way to say team purpose. It can be seen as a valuable anchor for the people around your team to use and hold on to in a complex world.
- The clearer your vision is, the more influence it will have in the daily decisions and motivations of your players and coaches.
- Vision must be repeated and sprinkled in repeatedly.
- Vision is the North Star of your program; the leader of the program must aspire to live up to it if all others in the program are to be expected to do the same.

