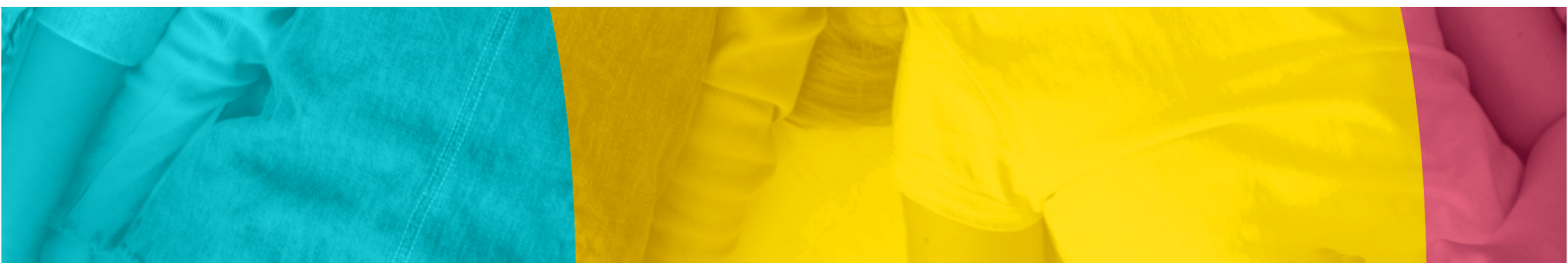


TommoClub



Leadership Curriculum

www.tomoclub.org



OVERVIEW

This curriculum is designed to teach leadership skills through engaging, game-based activities. The program is structured into 25 sessions, each focusing on a specific leadership skill or concept. The sessions are organized to build upon each other, with a clear progression in complexity and depth.

Students learn about the self, the others and the world. It incorporates the many facets of self leadership, team leadership and community leadership. Students get to practice the skills in the sessions through the multiplayer games. It encourages students to think about their role in the larger community through capstone projects. It also provides opportunities to apply skills in real-world contexts and develop advanced leadership qualities like innovation, integrity, and public speaking.

SCOPE AND SEQUENCE

| Week | Leadership |
|------|---------------------------------|
| 1 | Introduction to leadership |
| 2 | Communication and collaboration |
| 3 | Types of leadership styles |
| 4 | Self awareness |
| 5 | Active Listening |
| 6 | Perspective Taking |
| 7 | Trust building |
| 8 | Analytical Reasoning |
| 9 | Goal Setting |
| 10 | Time Management |
| 11 | Ethical Decision Making |
| 12 | Delegation |

| Week | Leadership |
|------|----------------------------|
| 13 | Conflict Resolution |
| 14 | Empathy and Compassion |
| 15 | Responsibility and Service |
| 16 | Environmental Stewardship |
| 17 | Diversity and inclusion |
| 18 | Leadership in Action |
| 19 | Reflection and feedback |
| 20 | Advanced Decision Making |
| 21 | Innovation and Creativity |
| 22 | Leading with Integrity |
| 23 | Public Speaking |
| 24 | Leading with Integrity |
| 25 | Final Review |



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