



# Handout: Team Role Diagram

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## Mr. Thinker

- **STRENGTHS:** Thoughtful, pays attention to details, ponders, may be quiet, but is very engaged in the process. Mr. Thinker does not speak a lot, but offers great insight when he does speak. You can count on him to catch important things that other people on the team will overlook.
- **DANGER ZONES:** Can become cranky if things move too quickly, or if it appears the rest of the team is not thinking through a process completely. He may be reluctant to take real action steps in a project.

## Miss Details

- **STRENGTHS:** Pays close attention to details, and wants to be sure everything is carefully planned. Miss Details will make lists, assign responsibilities, follow up on plans, remind others, and questions things that are not planned with great detail. You can count on her to be certain that all the details are in place for success.
- **DANGER ZONES:** Miss Details can become too fussy and may annoy other team members, especially those for whom details are not as important as moving forward.

## Mr. Git 'er Done

- **STRENGTHS:** Is a workhorse. Mr. Git 'er Done likes to jump into a project and take an active role. He is not a person who can talk about the process for very long without some action. You can count on him to give 100 percent to the action parts of a project as he likes being able to see progress and will work hard.
- **DANGER ZONES:** Can move too quickly for other team members, and possibly make mistakes that could be avoided with more thought and planning before action. He can also get impatient with other team members.

## Miss Conductor

- **STRENGTHS:** Miss Conductor likes to orchestrate everything. From planning to people power, she likes to determine what is going to happen and who is going to do it. You can count on her to make sure that everybody has a role and knows what they are supposed to do.
- **DANGER ZONES:** Even though she is well intentioned, Miss Conductor runs a risk of being seen as bossy or controlling. She needs to take care not to dominate the team, especially by assuming her way is the best or only way to do something.

## Mr. Social

- **STRENGTHS:** Mr. Social plays an important role on teams. He is the one who makes teamwork fun! He will often get team members charged up and excited about working together and he plays a huge role in making the project fun for everyone. He can be welcoming, energizing, and willing to see the project through to success.
- **DANGER ZONES:** Mr. Social has to be very careful to balance his need for fun and socializing with getting the work done. He has to be willing to do as much work as the rest of the team, not just look for ways to have fun. Team members can help Mr. Social by finding roles for him that keep him engaged and committed to the project.