## The JOHN MAXWELL COMPANY OF THE JOHN MAXWELL COMPANY OF THE PROPERTY OF THE PR

This game will help young people realize their leadership potential and challenge them to be intentional about adding value to others.

## WHAT TEENAGERS KNOW ABOUT LEADERSHIP

Have you ever noticed how much teenagers lead on a daily basis? Whether they are navigating their way through middle and high school, joining student organizations or sports, organizing social activities, or negotiating with their parents for a later curfew, when it comes to being a teenager, leadership is a matter of life. The challenge is teens don't always get to express their natural leadership abilities, and those that do, don't always have good examples to follow so they can grow and develop.

A fun and unique way to talk about leading and adding value to others.

FOR TEEN

The JOHN MAXWELL

EADERSHIP



Positive, relevant examples of what makes a good leader.



Encouragement and motivation to lead right where they are.

## THE LEADERSHIP GAME FOR TEENS IS A FUN, YET CHALLENGING EXPERIENCE FOR ASPIRING LEADERS

The Leadership Game is designed to help teens better understand core leadership principles and values in a fun and engaging setting.

With each roll of the die, young people will discover what it means to be a leader, how to have better relationships with their family, teachers, friends and others, and how to recognize opportunities to add value to people. We invite teens and pre-teens around the table to discover practical leadership values that they can use – in the home, in the classroom and in their social circles.



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