
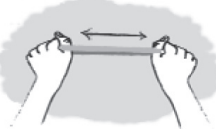
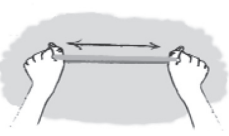


SAMPLE MULTIPLIER DEVELOPMENT PLANS

	More Comfortable	Moderately Comfortable	Less Comfortable
			
Talent Finder	Genius watch and document the projects you see people naturally select, including yourself	Try the <i>Name the Genius</i> Experiment for individuals on your team	Try the <i>Name the Genius</i> Experiment across an entire team
Community Builder	Seek out opinions from those who don't readily speak up	Use the Shared Inquiry method from Junior Great Books (see page 106) to lead a basic debate	Try the <i>Make a Debate</i> Experiment
Challenger	Elicit ideas using <i>Extreme Questions</i> for 5 minutes	Elicit ideas using <i>Extreme Questions</i> for 1-3 hours	Try the <i>Lay a Concrete Challenge</i> Experiment
Liberator	Actively identify meetings where you tend to talk a lot and write down the purpose of the meeting, along with your role	Try the <i>Play Fewer Chips</i> Experiment	Begin to extract yourself from meetings
Investor	Identify areas where you tend to take over on projects; identify what triggers you to take over	Try the <i>Give It Back</i> Experiment	Try the <i>Give 51% of the Vote</i> Experiment