Agency

Human Flourishing - Social Cues!

When people can recognize signs, human flourishing can occur

- Be able to capitalize on positive signs
- Back off on negative signs
- Be able to socially interact

Because humans RELY ON SOCIAL INTERACTIONS

Allows leaders to recognize weaknesses and strengths!

It’s a game

Minimum 3 participants and one mediator

Randomly assign two roles - agent or worker

<table>
<thead>
<tr>
<th>Agent</th>
<th>Worker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Has secret task they need to accomplish (ex. Untie someone’s shoe, give someone a high five, etc.) while performing the basic task and before the workers finish their task. They have to conceal their secret task and finish it without a worker knowing. If they finish it successfully they get 2 points.</td>
<td>Finish the basic task soon as possible (ex. draw a poster, maybe even a game like tag, etc.) Figure out who the secret agent is and what their task is. If they figure out the agent and the task, they get 2 points. If they finish the task but do not figure out who the agent or what the task is, they get 1 point.</td>
</tr>
</tbody>
</table>
Example Cards

**AGENT**
Your Task:
Untie a worker’s shoelace without them noticing for at least 30 seconds

You Can’t Be seen!
Good luck!

**AGENT**
Your Task:
Hand someone a water bottle and get them to drink it

You Can’t get caught!
Good luck!

**AGENT**
Your Task:
Steal an item from a worker without them noticing.

You Can’t get Caught!
Good luck!

**WORKER**
Your Task:
Create a poster drawing some sort of machine or invention and catch the agent

Remember! The Agent doesn’t know the task
Good Luck!

**WORKER**
Your Task:
Play a game of hide and seek with the other workers and catch the agent

Remember! The Agent doesn’t know the game
Good Luck!

**WORKER**
Your Task:
Cook a bowl of ramen and serve it to the oldest worker and catch the agent

Remember! The Agent doesn’t know the dish
Good Luck!