



TASK CARD

DECEMBER

The Infinite Game

by Simon Sinek

- » Read What a Just Cause Is (Pages 32-49)
 - » What is the Just Cause your team is working towards?
 - » Is your Just Cause clear to all stakeholders?
 - » How can you ensure your Just Cause is messaged to the entire community
 - » Discuss with your redesign team.

Give and Take

by Adam Grant

- » Read Chapter 6: The Art of Motivation Maintenance, The Impact Vacuum: Givers Without a Cause (pages 162-169)
 - » As a team, discuss how your Just Cause can increase motivation in your efforts of High School Redesign and ultimately—your profession.

HAPPY
HOLIDAYS

HAPPY
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