

## Brett Rogers \& Lauren Harris Division of Human Resources

 ELP
## Goals/Applicability

Participants will be able to:
$>$ Gain a better understanding of self and your strengths
$>$ Communicate more effectively with others by speaking the language of your listener
$>$ Build rapport with others
$>$ Anticipate viewpoints of others

## History

- Ancient Egypt - Hieroglyphics representing personality types
- Hippocrates - identified 4 psychological styles based on bodily fluids
- Carl Jung - published "psychological types" in the 1920's
- Myers-Briggs - Mother daughter team that developed one of the first assessments related to Jungian types
- Dr. David Keirsey - Temperament Theory - 4 types
- NCTI - Real Colors - Based on Keirsey's 35+ years of research related to temperaments


## Real Colors

- Everyone has all 4 colors
- Most people operate out of their top $\underline{2}$ styles
- Each color has their unique talents and strengths
- Real Colors is not an excuse for behavior
- Refrain from Stereotyping


## Real Collors. Assessment Instrument

> Please don't open until told so
> Open the Booklet
> Tear Out the 4 Color Cards from Booklet
> Look at the Pictures on the Cards

* What are they telling you?
* What looks most like you?


## Real Colors $_{\text {® }}$ Scoring

## Cards - Pictures:

> Review Pictures on Cards and Place in Rank Order:
> From "Looks Most Like You"
> To "Looks Least Like You"
> Record Your Score on the Scoring Grid giving a:
> 4 to Color "Most Like You"
> 3 to Color "Next Most Like You"
$>2$ to Color "Next Most Like You"
> 1 to Color "Least Like You"

## Real Colors ${ }_{\odot}$ Scoring-Pictures

|  | Blue | Gold | Green | Orange |
| :---: | :---: | :---: | :---: | :---: |
| Cards - <br> Pictures <br> $(4 / 3 / 2 / 1)$ | $\#$ | $\#$ | $\#$ | $\#$ |
| Cards - <br> Text |  |  |  |  |
| Color - <br> Survey |  |  |  |  |
| Total |  |  |  |  |

## Real $\mathbf{C o l o r s}$ © ${ }_{\text {Scoring }}$

## Cards - Text:

> Turn Cards Over
> Read Text on Each Card and Place in Rank Order:
> From what "Sounds Most Like You"
> To what "Sounds Least Like You"
> Record Your Score on the Scoring Grid giving a:
> 4 to Color "Most Like You"
$>3$ to Color "Next Most Like You"
> 2 to Color "Next Most Like You"
> 1 to Color "Least Like You"

## Real Collors ${ }_{\otimes}$ Scoring-Text

|  | Blue | Gold | Green | Orange |
| :---: | :---: | :---: | :---: | :---: |
| Cards - <br> Pictures | $\#$ | $\#$ | $\#$ | $\#$ |
| Cards - <br> Text <br> $\mathbf{( 4 / 3 / 2 / 1 ) ~}$ | $\#$ | $\#$ | $\#$ | $\#$ |
| Colors - <br> Survey |  |  |  |  |
| Total |  |  |  |  |

## Real Colors ${ }_{\text {® }}$ Survey $^{2}$

Colors - Survey:
> Read Each Incomplete Statement
> Read Each Lettered Phrase and Give :
> 4 Points to the phrase "Most Like You"
> 3 Points to the phrase "Next Most Like You"
> 2 Points to the phase "Next Most Like You"
> 1 Point to the phrase "Least Like You"
(No Fractions; You have to choose)
> Total Your Scores for Each Letter on the Grid
> Please Note Where Each Total is Placed

## Real Collors ${ }_{\otimes}$ Scoring-Survey

|  | Blue | Gold | Green | Orange |
| :---: | :---: | :---: | :---: | :---: |
| Cards - <br> Pictures | $\#$ | $\#$ | $\#$ | $\#$ |
| Cards - <br> Text | $\#$ | $\#$ | $\#$ | $\#$ |
| (100) <br> Colors - <br> Survey | C: Total \# <br> Value | D: Total \# <br> Value | B: Total \# <br> Value | A: Total \# <br> Value |
| (120) <br> Total |  |  |  |  |

## Real Colors ${ }_{\star}$ Scoring-Survey

|  | Blue | Gold | Green | Orange |
| :---: | :---: | :---: | :---: | :---: |
| Cards - <br> Pictures | $\#$ | $\#$ | $\#$ | $\#$ |
| Cards - <br> Text | $\#$ | \# | \# | \# \# \# |
| (100) <br> Colors - <br> Survey | C: \# | D: \# | B |  |
| (120) <br> Total | \#\# \# | Real Colors® | \# \# |  |

## Real Collors ${ }_{\text {® }}$ Scoring

> Identify Number of People with Each Color
> Identify Reality Check (RC) for Each Color
$>$ Highest score in each color group is "RC"
> Highest possible score is 48
> Lowest possible score is 12
> Identify 2-Steppers, 3-Steppers
> Any scores within 5 points of each other
> Ability to move between colors without a lot of effort; just happens

## Real Colors BRIGHTENING ACTIVITY

## Directions:

1. Thinking in your color, brainstorm your color's:

## Values STRENGTHS Jos ${ }^{5}$


2. Pick spokesperson(s) to report out > Ground Rule: No Malicious Color Bashing

| Values: |  | Strengths: |  |
| :--- | :--- | :--- | :--- |
| - Organization | - Punctuality | - Organized | - Thorough |
| - Honesty | - Tradition | - Dependable | - Consistent |
| - Structure | - Practicality | - Knows Rules | - Saving Money |
| - Consistency | - Neatness | - Follows Rules | - Efficient |
| - Hardwork | - Order | - Fair | - Procedures |
| - Rules | - Perfection | - Reliable | - Details |
| Needs: |  | Joys: |  |
| - Schedule | - Respect | - Task Completion |  |
| - Stability | - Planning | - Recognition for a Job Well Done |  |
| - Direction | - Structure | - Completing Tasks Early |  |
| - The Bottom Line | - Order | - Being On Time (Early) |  |
| - "To Do List" | - Rules | - Having Things in Their Place |  |
| - Calendar | - Clock | - Keeping Traditions |  |



## Green <br> V/N/S/J



Orange - Values, Needs, Strengths, Joys

# $Q$ 




## Colors Snap Shot- The 4 P's

Golds Parameters - What are the rules for the game?
Oranges Priorities - Will it make a difference?
Blues Purpose - What makes this important?
Greens Process - How will I make this work?

## Realcolors.me

For further ideas, exploration and resources

