

## Group Archetypes in Popular Culture Brainstorming Activity

Your group's task is to identify both original-but-widely recognizable and somewhat obscure fictional examples of small group archetypes in popular culture (e.g., movies, TV, novels, etc.). Your group will score points by identifying groups designed to meet one of the following set of criteria:

### **Type A. Widely recognized example**

1. At least 90% of the class recognizes it
2. Yet no more than two other groups listed it

### **Type B. Somewhat obscure example**

1. Exactly 20-50% of the class recognizes it
2. No other group listed it

**Exclusions:** The groups you identify must not be a family (there are simply too many of those, both popular and obscure) nor a group already identified by name in *The Group in Society*.

### **Brainstorming Period**

You will have 20 minutes to brainstorm as many examples of each as you can for the variety of different archetypes shown on the back of this handout, writing the examples in the boxes provided. Before your time is up, you will also need to circle what you consider your two best chances to score additional points (this could be two from Type A, two from Type B, or one of each).

### **Final Scoring**

Each group will score 10 points for having at least one example in each of the 16 boxes, for a total of 160 possible pts. In addition, a class-wide poll will determine whether your circled answers score big points, with a successful Type A group scoring an additional 50 pts and a successful Type B group scoring an additional 80 pts.

<i>Group archetypes</i>	<i>Distinctive contextual features</i>	<i>Theoretical foci</i>	<i>Type A: Widely recognizable fictional groups</i>	<i>Type B: Somewhat obscure fictional groups</i>
self-managing work team	quasi-independent group in complex organization seeking efficiency	group competence and task effectiveness		
deliberative jury	zero-history groups seeking unanimity on specific legal questions	social influence and decision making		
groupthink (in committee), consensual democracy, and parliamentary council	committees/councils with ongoing decision-making responsibility	effective discussion procedures		
task force, heist team, and X-team	ad hoc groups subject to external forces demanding innovation	diversity, creativity, and information flows		
athletic team	teams with well-established role conventions pursuing narrow goals	teamwork, leadership, roles, and status		
harmonious/acrimonious family, band, gang	intimate and relationally charged entities with unity pressure	relational communication, cohesion, and interpersonal conflict		
consciousness-raising and activist groups	countercultural sites of identity invention and/or affirmation	norms, socialization, symbolic convergence, and social identity		
support, play, therapeutic, and collaborative learning groups	safe, exploratory spaces promoting personal growth	unconscious behavior, individual learning, and group development		