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English 101

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**Chapter 1 Outline: (pgs 1-14)**

1. Leading and Learning for a Lifetime

A. The ability to learn is key to becoming a leader

1. Learning is the key to success.

2. Learning to learn is the necessary in developing leadership qualities.

1. Two groups of leaders are interviewed
   1. The Geeks are the young leaders.
   2. The Geezers are the old leaders.
2. Major forces that have shaped these two groups of leaders
   1. Era – time and place they grew up in
   2. Family lives, values, ambitions, heroes
   3. Ex- The technology of today vs. that of the 1920s
3. A New Model of Leadership

A. The crucible Model

1. Transformational events based on the era you live in, individual factors and experiences.

2. Ex- Nelson Mandela- Imprisoned for 27 years and became one of the most

powerful moral leaders in the world.

III. Defining Our Terms

A. The Geeks are 35 and under

1. Troubled economy and success at an early age

2. The world is now linked through technology

B. The Geezers are all over 70

1. World War II and Great Depression

2. Wisdom and skill

IV. Recording Leadership in Images and Stories

1. The project
   1. Collected data through interviews and videos
   2. Asked each person the same set of questions
   3. Wanted to hear the personal insights and stories of success of each leader

V. The Impact of Era

A. How it shaped individual leaders

1. Characterized by defining events

2. Periods that occur about every 18 to 20 years

3. Defines individuals based on history, culture and specific arena

Ex. – Conventional warfare vs. biological and Cyberwarfare

B. Three major differences between the Geeks and the Geezers

1. Geeks have bigger and more ambitious goals than Geezers at the same age.

1. Geeks were more concerned with having balance in their work, families and personal lives than the Geezers were at the same age.
2. Geeks were less likely to have heroes compared to the Geezers.

C. Three major similarities between the Geeks and the Geezers

1. Active learners

2. Tried to be greater than the norm and go past their limits.

3. Common experience of events that caused them to change and grow.

**Discussion Questions:** 1.) How do you feel your era has impacted your development of

leadership skills?

2.) They say the Geeks were less likely than Geezers to have heroes. Do

you believe this is true in your lives? Do you have heroes and if so,

who?

One should never be to prideful to continue learning because without this ability you stop growing as a person

**Conventional warfare** is a form of [warfare](https://en.wikipedia.org/wiki/War) conducted by using conventional military weapons and battlefield tactics between two or more [states](https://en.wikipedia.org/wiki/Sovereign_state) in open confrontation.

Cyber warfare is a term used to describe the use of the Internet to wage war in the virtual world, often with real effects in the physical world. Although generally cyber warfare refers to attacks from one sovereign state on another in [cyberspace](http://www.wisegeek.com/what-is-cyberspace.htm), it may also be used to describe attacks between corporations, from terrorist organizations, or simply attacks by individuals called hackers, who are perceived as being warlike in their intent.

Geeks wanted to change the world and make history, while the geezers were concerned with making a living.

Geeks did not