

Group Roles

Below is a list of roles that create dysfunctional behavior in the group. These negative roles challenge even a skillful leader

Follower—Refrains from giving own point of view and follows rest of group to make decisions.

Clown—Spends most of the group time fooling around.

Blocker—Always disagrees with the group or else takes the group off track.

Shy—Doesn't contribute in the group.

Bored—Easily distracted during the group or withdraws from participation.

Dictator—Tries to control the group.

Talker—Monopolizes the group's time.

Peacemaker—Is uncomfortable with conflict or anger and tries to dismiss them.

Cynic—Challenges the task or process of the group.

Cross-examiner—Keeps focus on self by too many questions for others.

Intellectual—Can't or won't speak from a feeling level.

Red Crosser—Rushes to a defense of or alliance with a group member and prevents the group from continuing a conversation.

Projector—Puts feelings he or she has onto others; objects own viewpoints onto others.

Competitor—Tops another's story or seeks leader's approval.

Sympathy Seeker—Exaggerates or dramatizes problems for attention and sympathy of the group.