

Leadership 4.0 Journey



8-16 participants



10 Modules delivered over an agreed period



Middle Management- Senior Leadership Team



Virtual or Classroom delivery

Overview

We are operating in a Volatile, Uncertain, Complex and Ambiguous world where new technologies, ways of working and 'players' regularly change the rules and sometimes the 'game' itself.

Our Leadership 4.0 programme will provide insights and prepare you to inspire, empower and create a culture of agility, resilience and innovation. While some may be overwhelmed by the complexity of this disruptive world, we see this as an exciting time for bold and forward-thinking leaders to Make a Real Difference.

This intensive, highly interactive programme combines proven-in-action techniques, peer interaction, psychometrics, real time feedback, gamification and insights from the latest research to help participants master the competencies required to lead and thrive in 'Industry 4.0'.

The Leadership 4.0 Series consists of 10 stand-alone modules so the journey can be fully tailored to address your organization's specific needs. The programme can be delivered virtually with additional online knowledge transfer or face to face.

The programme also contains pre & post knowledge transfer and assessment including: 360 assessment; mental toughness assessment; workbased assignment & Immersive Learning Leadership Game to address and develop key VUCA workplace competencies including: breaking silo mentality; collaboration; teamwork; creative thinking; and big picture thinking.

Topics (to be tailored to customers specific requirements)

- 1 - Creating a 4.0 Culture; Trust; Empowerment; Accountability
- 2 - Leading Effectively in a Disruptive World
- 3 - Mentoring & Coaching Masterclass
- 4 - Managing Complexity and Ambiguity
- 5 - Create an Agile/Change Culture
- 6 - Cultivate Innovation
- 7- Tough Minds for Tough Times (Mental Toughness Assessment)
- 8 - Adaptive Intelligence
- 9 - Advanced Communication (Hybrid Teams)
- 10 -Strategic Thinking & Acting (Business Simulation)

