











ORGANIZATION Is Unsafe Punitive

Stuck

Missionless

Crisis Driven

Fragmented

Overwhelmed

Valueless

Directionless

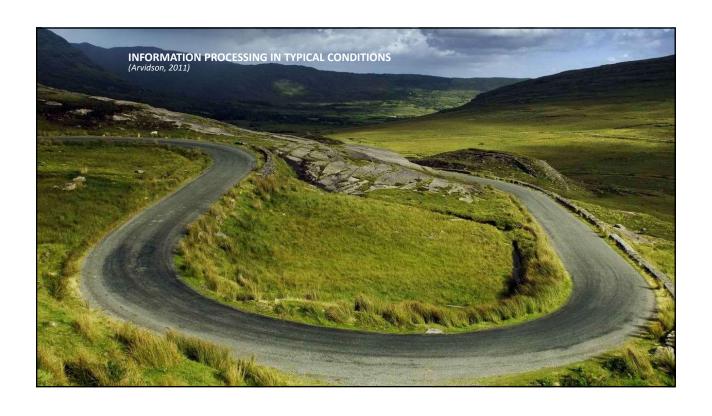
Adapted from Sanctuary Model - Bloom

DYSFUNCTIONAL HOMES



DYSFUNCTIONAL SYSTEMS



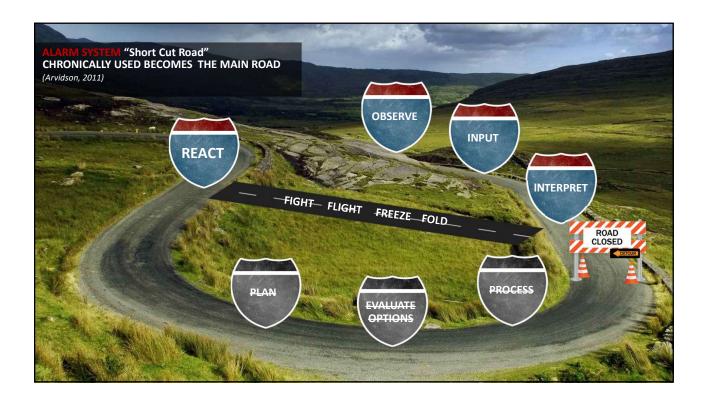


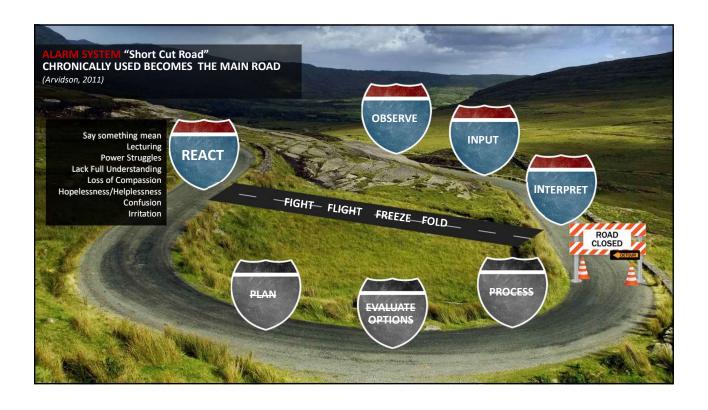




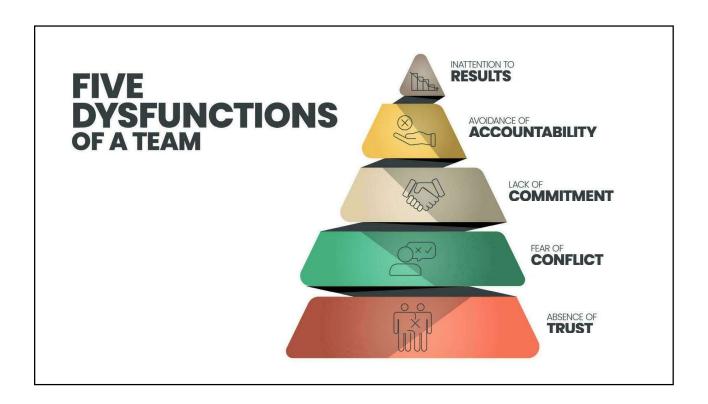










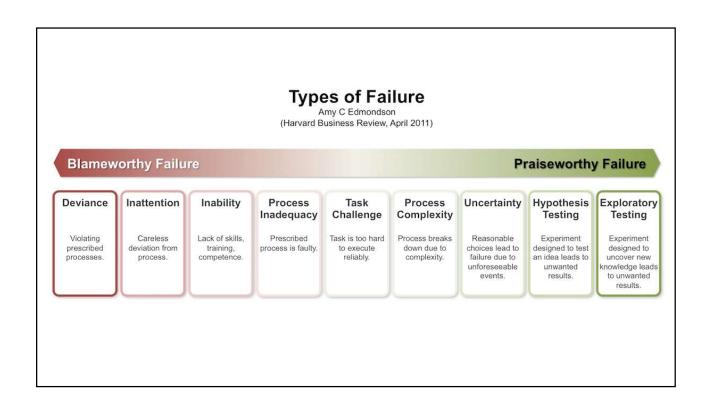


WHEN WE FEAR MISTAKES



"We spend more of our time and mental energy fearing the consequences of making mistakes, we increase the odds that we will do just that: make mistakes." $_{\rm p.\,1594}$

"What seems clear is that focusing on potential mistakes is a poor recipe for encouraging the highest levels of performance." p. 1594



HEALTHY

HEALTHY











Psychological Safety Survey (Edmondson 2000)

- If I make a mistake in this job, it is often held against me.
- It is difficult to ask others in this department for help.
- My manager often encourages me to take on new tasks or to learn how to do things I have never done before
- If I was thinking about leaving this company to pursue a better job elsewhere, I would talk to my manager about it.
- If I had a problem in this company, I could depend on my manager to be my advocate.
- Often when I raise a problem with my manager, s/he does not seem very interested in helping me find a solution.

Accountability for Meeting Demanding Goals LOW HIGH Amy Edmonson Comfort zone Employees really enjoy working with Here the focus is on collaboration one another but don't feel particularly and learning in the service of high-**Psychological Safety** challenged. Nor do they work very hard. performance outcomes. The hospitals Some family businesses and small described in this article fall into this consultancies fall into this quadrant. quadrant. **Apathy zone** Anxiety zone Employees tend to be apathetic and Such firms are breeding grounds for spend their time jockeying for position. anxiety. People fear to offer tentative Typical organizations in this quadrant are ideas, try new things, or ask colleagues large, top-heavy bureaucracies, where for help, even though they know great people fulfill their functions but the prework requires all three. Some investferred modus operandi is to curry favor ment banks and high-powered consulrather than to share ideas. tancies fall into this quadrant.



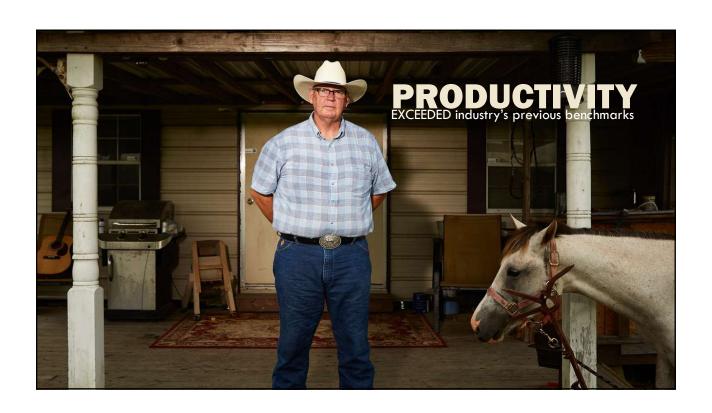
In Good teams, members spoke in roughly the same proportion, a phenomenon the researchers referred to as "equality in distribution of conversational turntaking."

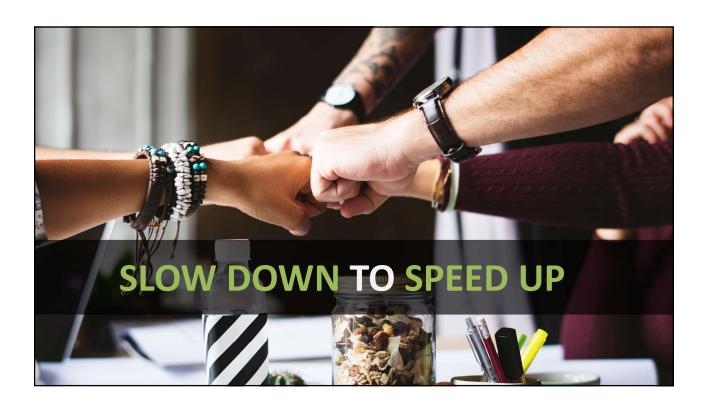
In Good teams all had high "average social sensitivity" — a fancy way of saying they were skilled at intuiting how others felt based on their tone of voice, their expressions and other nonverbal cues.

















PSYCHOLOGICAL SAFETY IS NOT

- Simply being "nice"
- Always agreeing with each other
- An elevated feeling of self-worth
- Just another word for trust
- Lowering performance standards
- Being immune to consequences

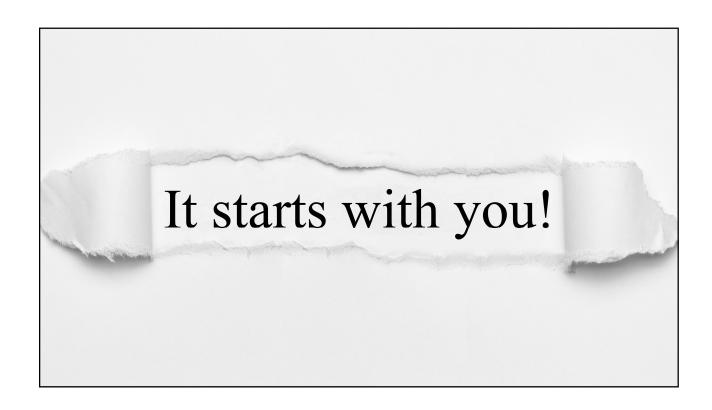


HIGH PSYCH SAFETY, TEAM MEMBERS



- Talk, laugh, and joke
- Connect on a personal level ("How was your vacation?")
- Sit close to one another and the leader during meetings
- Make eye contact with each other and the leader
- All actively participate in the conversation
- · Address each other when speaking
- Demonstrate open body language
- Use supportive language in response to new ideas ("Let's explore that idea more.")
- Share ideas and best practices with each other
- Openly admit to mistakes and describe what they've learned

- Sit silently in the same room before meetings
- Appear tense, anxious, or standoffish
- Sit apart, long distances and far from leader
- Rarely make eye contact with each other or the leader
- Remain silent and two people dominate the conversation
- Ignore / roll their eyes / only address the leader Demonstrate closed body language
- Use unsupportive language in response to new ideas ("We've tried that before, it won't work.")
- Withhold ideas and best practices unless prompted to share by the leader
- Do not take ownership and blame others for



RESILIENT LEADERS ARE RESILIENT LEADERS ARE











