

Collaborate Good Times, C'mon! Grow Your Repertoire of Team-Building Games *Evening Experience*

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SUMMARY:	In this session we will: experience a range of team-building games using various formats - ranging from quick icebreakers to multi-part challenges that increase communication, creative problem-solving, and collective decision-making!
ABC GOALS:	<p>Affective: Participants will feel...</p> <ul style="list-style-type: none"> • Like they are part of something bigger than themselves • More connected to their peers • Validated in their contributions to team efforts <p>Behavior: Participants will be able to...</p> <ul style="list-style-type: none"> • Bring new team-building experiences back to camp • Adapt, problem-solve, and make decisions in a team context <p>Cognitive: Participants will know...</p> <ul style="list-style-type: none"> • Skills that are valuable to team-based activities • The perspectives of others on their teams • New activities that can develop connectedness
AUDIENCE:	All ages and group sizes – the group size will determine the number of teams
TIMING:	75 minutes
APPENDICES:	N/A
MATERIALS NEEDED:	<ul style="list-style-type: none"> • 12 hula hoops • 1 8x10 tarp or similar sized sheet per team • 1 headband per team • 1 pedometer per team • 1 potato per team • Mystery box of various arts and crafts supplies • 6 bandanas (3 of one color and 3 of another color)
SET-UP DETAILS:	Large space with lots of room for movement Benches for teams to sit on together

SESSION TIMELINE

- 00:00-00:05 - Welcome and Introductions
- 00:05-00:15 - Icebreaker to Form Teams
- 00:15-00:70 - Team Building Challenges
- 00:70-00:75 - Closing Reflection and Celebration

SESSION OUTLINE:

00:00-00:05 - Welcome and Introductions

Welcome all participants and introduce facilitators.

00:05-00:15 - Icebreaker to Form Teams - Hoop! There it is!

Place several hoops on the floor throughout the space being used for the program. Call out a number and have participants stand around a hoop with the group the size of the number shared. Do this four times. After each number, pose a question for the group to discuss. The number you choose for the fourth grouping should result in 6 teams of equal (or as close as possible) size, and these will be the 6 teams participants stay in for the rest of the experience.

Sample questions:

1. What's your favorite fruit and what do you think is the opposite of that fruit?
2. What's the best team you've ever been part of?
3. What's a challenging experience you had on a team?
4. What is your super power in a team setting? (After discussion, share that this is your team for the rest of the evening!)

The teams should come up with a name that relates to a theme.

00:15-00:70 - Team Building Challenges

Teams will compete in 5 team building challenges together. For each of the first four challenges, the prize will be selecting materials from the MYSTERY BOX! These materials will be used for the Final Challenge.

Challenge 1: Ants on a Log

Teams should get in the following order as a team, without speaking (except for round D). After a team says they're complete, a facilitator should check the team.

- a. Last Name - Get in alphabetical order

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- b. Years at Camp - Get in order from highest number to lowest number
- c. **Think of an animal** - get in size order of the animals you are thinking of.
- d. The volume of your laugh (quietest to loudest) (**participants can talk/laugh out loud for this round**)

Debrief Question: Was this game more about competition or collaboration?

At completion of all four rounds each team gets to pick 3 items from the mystery box.

Challenge 2: Blindfolded Hoop-Tac-Toe

Place nine hula hoops on the ground **in a 3x3 grid**. Two teams face off at a time **and other teams cheer for the teams competing**. One teammate is blindfolded and the other teammates guide the blindfolded teammate to place their color bandana into hoops. First team to get tic tac toe wins!

Once all teams have faced off, the 3 winning teams select 4 items from the mystery box and the 3 that didn't win this time also select 4 things from the mystery box.

Challenge 3: Bobblehead Relay

Attach a pedometer to a headband. Teams stand in a circle. The first person puts on the headband shakes their head for 7 seconds, then passes to the person to their right when a facilitator says "SWITCH!" The team with the most "steps" at the end **(after everyone on the team has gone once)** wins!

Note: If teams have different number of team members, teams keep passing until the team(s) with the most team members have gone one full time around

- All teams get 6 items from mystery box.

Challenge 4: Pass the Hoop AND Flip the Tarp

There are three rounds in total. Place a tarp next to each team's area. Teams stand in a circle, holding hands (or air-hold hands close to each other) with one pair of team members starting with the hula hoop on their arms/hands. When the facilitator says, "GO!" the teams pass the hula hoop around the circle without using their hands. Once the hoop has gone around the circle, the whole team runs to stand on their assigned tarp. The team must flip the tarp without anyone stepping off the tarp. Once they've successfully flipped the tarp, they can immediately begin Round 2. For Round 2, teams pass two hoops around the circle and then flip the tarp! Again, once the tarp is flipped, they can immediately **begin** Round 3. For Round 3, teams pass three hoops around the circle and flip the tarp one final time! The team to finish the fastest gets first place, and so forth.

- First place: 6 items from mystery box
- Second place: 5 items
- Third place: 4 items
- 4th-6th: 2 items

Final Challenge: Creature Creation



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Surprise! We are combining teams (have two teams join together) All teams get 20 seconds for a representative to pick more items from the mystery box. Then, each team selects one “communicator.” The communicator is the only member on the team that gets to look at the top secret image of a creature. They are expected to look at the image and describe the image to their teams. The rest of the team uses whatever materials they got from the mystery box to attempt to recreate the creature. Once teams have finished, teams should give their creature a name and introduce their creature to the whole group!

00:70-00:75 - Closing Reflection and Celebration

Debrief experience and celebrate everyone’s participation in collaboration!

BRINGING IT TO YOUR CAMP:

This program could be great during staff week in order to help staff build relationships while learning activities they can use with campers. Feel free to change any of the activities to fit materials you have available.