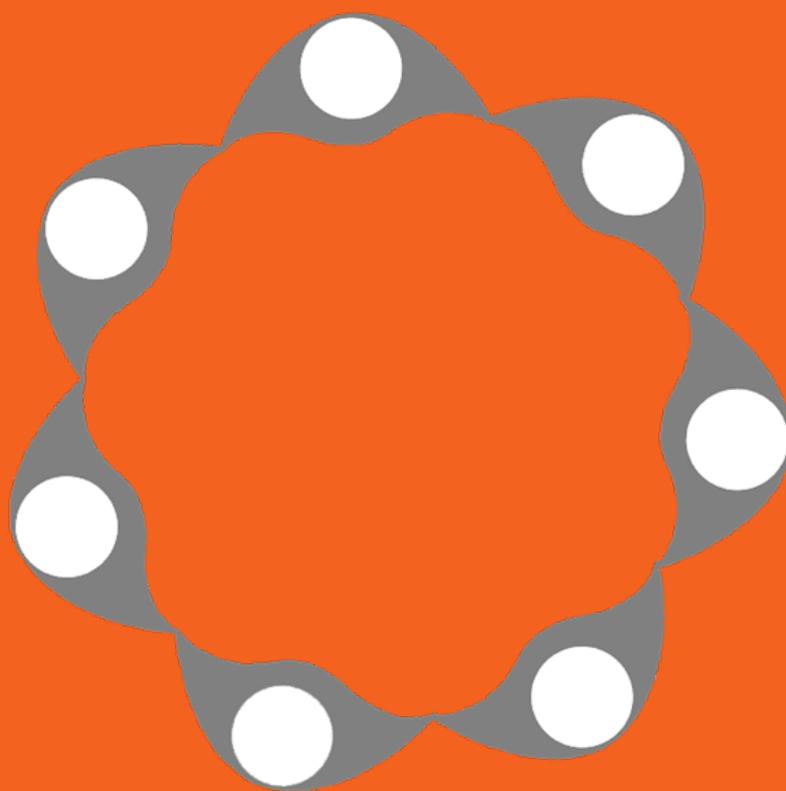

Martin Raška, Jan Nowak, Darina Wawrzaczová, Otilia Corniciuc, Osman Aydoğar, Yeter Akbulut, Yordan Hodzhev

MEGABOOK

OF TEAM BUILDING GAMES



Communicative | Problem solving | Cooperative | Creative

GAMES

SUCEAVA 2017

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PROJECT LET US SPEAK, ERASMUS+

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INTRODUCTION

Do your students feel shy when it comes to speaking, especially a foreign language? We can help them lower their fear by playing team-building games, offering an enjoyable educational atmosphere, developing communicative skills, cooperation, and problem-solving and creative competences.

Team-building activities are a good way to strengthen the students' interactions, help them learn about each other, and encourage them to find ways to achieve a common goal. By playing team-building games, students learn to build relationships and trust, open up new friendships, and feel more connected. In the meantime, they use the target language to communicate, without even realizing this. The tasks require sharing ideas, listening to others, and willingness to try new approaches and cooperation.

These games work well for every age group and in multiple environments. They were tested on teenagers taking part in four team-building camps in the Czech Republic, Bulgaria, Romania, and Turkey, within the Erasmus+ project Let Us Speak.

The games have been divided into five categories and come with full descriptions and instructions, to make them easier to work with.

We hope you will find them enjoyable.

1. ICE-BREAKING GAMES

1

1. AT THE FIRST SIGHT

- Overview:** fast funny game to get to know someone's personal preferences
Group size: 10 or more players
Time: 15–30 minutes
Materials: A large piece of paper for each participant, pens and sturdy tape

How to play

At First Sight is a fun game in which players write their first impressions of the people they meet. This game works well as an icebreaker at the beginning of a seminar when there are new people present, or when people don't know each other that well. If some people already know each other, that's fine too – people can simply write nice and encouraging words or adjectives to describe each other. Before starting to play At First Sight, large sheets of paper and writing implements are passed around. Each player has to write their name at the top of the paper. The sheets are taped to each player's back so that they can't see their own. The players are instructed to introduce themselves to each other and to talk together for a few moments. They then have to write an adjective (their "first impression" of the person they just spoke with) on each other's sheets of paper. After this the players continue going around and getting to know new people, repeating the process. After a while each player should have several adjectives and descriptive words listed on their sheets. At the end players introduce each other to everyone by reading the words written on their neighbour's piece of paper. This should be pretty good fun, and if people play the game correctly, lots of kind things should be said about each player.

The players should only write nice and encouraging words on the papers, such as "beautiful eyes" or "great sense of humour". Writing mean, rude, or critical words is forbidden.

Educational purpose

Teachers can set the topic for the speaking as revision or for practising. Students can write feedback about a schoolmate's performance on their back.

2. BANG!

- Overview:** A very enjoyable and popular game among kids which forces them to remember their mates' names
Group size: 6 or more players
Time: 15–30 minutes
Materials: Non-transparent blanket

How to play

All the players form a circle. Choose one person who stands in the middle. It is good idea to give this role to someone who knows the game. Each player introduces her/his name, which the others try to remember. The person (leader) in the middle spins around with arms stretched out and pretending to hold a gun in his/her hands. When he/she points to someone and says "Bang!", the person makes a knee bend as fast as possible. Both players standing next to the person bending his/her knees have to point to each other with gun-like hands and shoot at each other by saying their opponent's name. The player who says the opponent's name faster wins this round and continues; the other is out.

There are other alternatives.

1. If the person who is aimed at isn't fast enough in bending his/her knees, the person standing next to her/him can shoot through her/him and kill two people at the same time. Both are out of the game.
2. Both players say each other's names at the same time. In that case both players continue the game.

When there are only two players left, they stand back to back and make ten steps while the leader counts. After they hear BANG! they can shoot their opponent.



Photo from Bang!



Photo from Drop the Curtain

3. DROP THE CURTAIN

Overview:	A fun game for remembering players' names
Group size:	6 or more players
Time:	15-30 minutes
Materials:	Non-transparent blanket

How to play

This is a quick game for remembering names. Form two teams which play against each other. There is a blanket stretched between the teams so that nobody from one team can see the players from the other team. Each team chooses one player. Both players stand face to face with the sheet between them. When a signal is given, the blanket goes down and both players try to say the opponent's name as fast as possible. The time limit is 5 seconds. The player who wins gets 1 point. Other players are not allowed to help. The game goes on until all the players have had a go.

4. GETTING TO KNOW EACH OTHER

Overview:	Getting to know one another, pairing activity
Group size:	Any group
Time:	10 minutes
Materials:	None

How to play

Ask the players to move around the room and to find someone who has something in common with them, e.g. the same hair colour. Continue pairing participants in the same way.

Suggested ideas:

- same colour socks
- same weight
- same age
- same brand of mobile
- same length of hair
- same size shoes, etc.

5. EVOLUTION

Overview:	The evolution game encourages all the team members to take part in the action. The game helps to boost the energy level of the group and raises the atmosphere quickly.
Group size:	10 or more players
Time:	15-30 minutes
Materials:	None

How to play

This is a game with various evolutionary levels and using “stone-scissors-paper”. The players play “stone-scissors-paper” with others and the winner moves up to the next level on a scale. Each player can play only with somebody on the same level, e.g. chicken with chicken, monkey with monkey. The person who loses falls down one level. You cannot go lower when you are on the bottom level.

Evolutionary levels:

egg – roll, roll! – they walk on two legs and they rotate their arms as if they are rolling

chicken – tap, tap, tap – they walk on two legs in a squatting position with arms like wings

dinosaur – dino, dino! – they clap their hands as if they have a mouth

monkey – uaaaa!! uaaaa! – they jump and are hunched

human – they win and finish the game



Photo from Evolution

2. COMMUNICATIVE GAMES

2

6. LINE UP!

Overview:	A simple and fun activity, ideal as an icebreaking start for students who are meeting for the first time
Group size:	4 or more players
Time:	5 or more minutes
Materials:	None

How to play

How to play

This game can be played either in groups where teams compete with each other or with a whole group. The players should form a line according to various tasks. Challenges could be to line up according to birthdays, alphabetically by first name or last name, age, etc.

Educational purpose

Players ask simple questions to find out basic information about other players, such as When is your birthday?, What's your last name?, How old are you? and give simple answers about themselves. This game can be played at the beginning or the end of English lessons. Lots of variations can be made, depending on the grammar structure or vocabulary that needs to be revised.

7. SIMILARITIES

Overview:	A simple and fun activity, ideal as an icebreaking start for students who are meeting for the first time
Group size:	10 or more players
Time:	5 or more minutes
Materials:	None

How to play

Tell the players to find their group by asking and finding information about other players according to a task, e.g. Form a group with players who has/have a brother/a sister/brother and sister/are an only child. It is a good idea to give players limited options to choose from to avoid creating groups with one player only. Examples of tasks:

- family: brother/s – sister/s – brother/s and sister/s – only child
- favourite colour: green – blue – red – yellow
- favourite day: Monday – Friday – Saturday – Sunday

- a pet: dog – a pet cat – pet fish – no pet
- favourite sport: football – volleyball – basketball – none
- time they woke up yesterday: at 6 – at 6.30 – at 7 – at 7.30
- place which they have visited: Prague – London – Paris – Sofia – none

Educational purpose

The purpose of this game is the same as in the previous game. The teacher can adjust this game and come up with tasks needed for revision and practice. The questions can be adjusted according to the students' level. The game can be focused on different grammar structures such as to be, to have, was/were, do/did, have been, vocabulary practice, etc.

8. FIND OUT

Overview:	To encourage participants to get to know one another better, communication
Group size:	10-25
Time:	5-10 minutes per round
Materials:	None

How to play

Ask one participant to volunteer to leave the room. He or she will be asked to think of five questions that can be answered with „yes“ or „no“ in order to identify a particular person in the room.

While the volunteer is out of the room, the group decides who will be the designated person for the volunteer to identify. Upon returning, the volunteer will be allowed to ask five questions before guessing who the designated person is. Give the volunteer three guesses. If he fails, the person's identity is revealed and a new round begins.

9. FIND OUT WHERE YOU BELONG

Overview:	To divide participants into small groups
Group size:	15-30
Time:	10 minutes
Materials:	Several sets of cards of a different colour, markers

How to play

Count the number of participants and decide on the number of groups you would like. Create some categories such as flowers, birds, rivers, countries, animals, etc. Shuffle the cards. Spread the cards upside down on the table or floor. Invite the participants to pick up a card and find their group by explaining their card to others. They are not allowed to say the word and category on the card.

- Capital cities – Prague, Bucharest, Ankara, Sofia
- Countries – USA, France, China, Egypt
- Jobs – teacher, doctor, policeman, actor
- Animals – monkey, giraffe, zebra, lion

- Parts of the body – head, leg, hand, finger
- Hobbies – drawing, swimming, dancing, singing

10. CELEBRITIES

Overview:	Students are encouraged to find out the person they represent
Group size:	15-30 players
Time:	10 minutes
Materials:	Cards, adhesive tape

How to play

Write the names on stick-on or pin-on name tags or cards. Keep the celebrities' names hidden from the players.

Fasten a name to each player's back and encourage them to walk around, asking other players questions about their unknown persona. They can only ask yes/no questions. No other hints can be given. The exercise continues until all or almost all the players have discovered the identity of their celebrity.

- Usain Bolt
- Justin Biber
- Lionel Messi
- Albert Einstein
- Christopher Columbus
- Emma Watson

The students will mainly work in pairs. Those who finish first can join other pairs and help them with their descriptions.

11. PIECES OF ART

Overview:	To demonstrate the difficulty of mixing visual and written methods of communication
Group size:	10-20
Time:	30 minutes
Materials:	4 pens, 4 pictures of the objects to be described, 4 blank sheets of paper

How to play

Place four players in one group and have them sit in a square. Each player gets a number from one to four and one blank sheet of paper. Give players numbers 1 and 3 a simple picture (depending on the students' level). Player 1 describes the picture to player 2 and player 3 describes the other picture to player 4. Players 2 and 4 draw their pictures on the blank sheets of paper.

After they finish, players numbers 2 and 4 become describers and start describing their pictures – player 4 to player 1 and player 2 to player 3. Players 1 and 3 draw the picture. The students can compare their pictures with the original.



Photo from Pieces of Art

12. NAME MISSING

Overview:	Students are encouraged to find out the person they represent by asking yes/no questions
Group size:	Pair activity
Time:	20-30 minutes
Materials:	None

Create a list of famous pairs such as singers, actors/actresses, politicians, business people, writers, musicians, etc.

Tell the players they are going to represent one person of a pair. They have to find their partner by asking only yes/no questions and not saying their name. Examples of possible pairs:

1. Romeo and Juliet
2. Tom and Jerry
3. Adam and Eve

13. SEEDS OF WISDOM

Overview:	A game that practises memory and reproducing written text
Group size:	4 or more players
Time:	30-60 minutes
Materials:	10 or more sheets of paper with text to remember, pens and marking cards for players

How to play

Prepare 10 sheets of paper with text for the players to remember and place them either inside (building/classroom) or outside (playground/forest). Each sheet of paper with text is marked with a number. The leader or leaders sit(s) in a visible place and have all the texts so they can check players' answers easily. The players have to find a text, remember it by heart, run to the leader, and reproduce the text without mistakes. The player has to say the correct number of the paper. If the player reproduces the text precisely, the leader circles that number on the player's card. If not, the player has to go back to learn it again.

The game finishes when either the first person collects all 10 texts or the time is up.

Examples of texts:

1. An apple a day keeps a doctor away.
2. Never tickle a sleeping dragon.
3. Hope for the best, but prepare for the worst.
4. Better late than never.
5. There's no place like home.
6. Never look a gift horse in the mouth.
7. God helps those who help themselves.
8. Don't bite the hand that feeds you.
9. Two heads are better than one.
10. Good things come to those who wait.



Photo from Seeds of Wisdom

14. THROWING FIGHT

- Overview:** A fast and fun game for getting to know someone's personal preferences
Group size: 10 or more players
Time: 10-30 minutes
Materials: Pieces of A4 paper, a pencil

How to play

The children write down five pieces of information about themselves legibly and secretly on a piece of paper. Afterwards they make a small ball from the piece of paper and the throwing fight starts. A person who is hit does five sit-ups and then he/she joins the game again. After one minute or so the game is finished with a whistle and everybody takes one small ball. The task is to find the owner of the small ball by asking questions; the piece of paper cannot be shown to the others.

15. REVEAL YOURSELF

- Overview:** Players talk about themselves according to topics
Group size: Whole class/group work/individual
Time: At least 30 minutes
Materials: Sheets of paper, pens

How to play

Each player is given a sheet of paper divided into four parts and a pen. Each part represents one topic:

- my hobbies
- my favourite school subject
- my favourite game
- my future

The players are given some time to draw pictures related to the topics. After the time limit has gone by, they make a circle and, one by one, they speak about their pictures.

16. SHEEP AND SHEPHERD

- Overview:** The aim of this game is to revise or practise giving directions
Group size: Group of 6 players
Time: More than 20 minutes
Materials: Rope long enough to make a square 5x5 metres, blindfolds,

How to play

Find a large flat area (outside or inside) and make a square using a rope. Select one player to be a shepherd and the rest of the group represents the sheep. Blindfold the sheep and place them at least 15 metres away from the stockyard. The shepherd has to navigate the sheep back to the stockyard by giving them directions. He/she mustn't touch the sheep and has to use verbal instructions only. The sheep are not allowed to speak. The task is completed when the last sheep reaches the stockyard. We recommend the players discuss the strategy for how to navigate players.

The teacher should supervise this game carefully and remove all obstacles which can cause injuries.



Photo from Sheep and Shepherd

17. FUNFAIR

- Overview:** The aim of the game is to run a business and be successful in it
- Group size:** More than 5 pairs of players
- Time:** 120 minutes
- Materials:** Sheets of A4 paper, tape, scissors, business licence, markers, game money

How to play

You can play the game in a large building (school, cottage, hotel, etc.) with many rooms inside. Divide the players into pairs and tell them they are going to start their own business. They have to create funfair attractions and they have one hour to prepare them.

Before playing the game, the players have to:

- hang a poster on the door with the name of the attraction, the price, and slogans to attract people so that they will enter and spend their money there;
- think about an appropriate attraction and prepare the attraction itself in order to entertain people and encourage them to enter it in order to earn as much money as possible and be successful in the business and win the game;
- receive a certain amount of money from the financial department (a place which players know before the game starts)
- buy a licence, which means that players buy a certain time limit, 10 minutes for the first time

While playing the game

- one person from the pair visits other attractions to win some money, while the other one runs his/her own attraction and tries to earn money from the customers
- they can switch several times during the game
- they have to buy additional time after their licence has expired
- the financial police check the players' licences and penalize those whose licence has expired
- the players whose attraction goes bankrupt are out of the game

After playing the game

- the players count up their money and the pair that has got the most money wins

The teachers have to consider and calculate how much money they print out, how much the players will pay for the licence, and the fine.

18. M&M GAME

- Overview:** A good short starter in which students have to communicate and are rewarded with sweets
- Group size:** 6 or more players
- Time:** 15-30 minutes
- Materials:** A packet of M&Ms (depends on the number of players)

How to play:

Pass around a bag of M&Ms and have each person take as many as they want. Each colour of an M&M represents the topic you have to talk about. For instance:

- Red:** favourite sport
- Orange:** talking about hobbies
- Green:** place you would like to visit
- Brown:** your dream
- Blue:** favourite subject at school and why

Yellow: talking about yourself

Follow-up: you can use this game in your lesson for revising specific vocabulary or grammar.

19. ON ALL SIDES

Overview: How to involve everyone in speaking

Group size: 6 or more players

Time: 15-30 minutes

Materials: None



Photo from On All Sides

How to play

Get everyone in a large open area. Tell them that you'll call out „Find a Partner“. Once they have a partner, then you'll call out either „side-by-side“, „back-to-back“, or „face-to-face“ and they should arrange themselves accordingly.

For side-by side, they should share basic information (name, age, hometown), for back-to-back, something about their extended selves (family, friends, school), for face-to-face about personal interests (likes, dislikes, hobbies)

20. CUP AND STRING GAME

Overview: To practise effective communication and teamwork to complete the given task. This game promotes communication, cooperation, coordination, paying attention, patience, problem solving, and self-control

Group size: 6 or more players

Time: 15-30 minutes

Materials: Six paper/plastic cups per team, rubber bands, scissors, string, enough space on the table or on the floor for each team of four to have their own space

How to play

The objective of the game is for players to work as a team to build a pyramid from the cups given. The challenge is that the players cannot touch the cups. They may only use tools made with rubber bands and strings and their voices.

This game is easier to demonstrate than to explain. Use four players to demonstrate and invite the rest of the group to gather around and watch.



Photo from The Fastest Wins

3. PROBLEM-SOLVING GAMES

3

21. THE FASTEST WINS

Overview:	Players have to fulfil a set of tasks
Group size:	3 or more players
Time:	15-30 minutes
Materials:	None

How to play

This is a challenging task game. There are several tasks prepared which have to be fulfilled by players. They play in teams. For more fun teams can draw the tasks from a hat so they can fulfil them in a random order. The fastest team wins the game. The tasks can differ so that they serve your purpose. Here are some ideas to follow. Points can be taken away for not using English.

- bring five leaves from different trees
- do 200 press-ups in total
- pick six things which do not belong to the forest
- bring a thing which begins with the letter G
- bring six things from the forest and for each thing make a sentence containing its name
- stand so that your group has four legs and 10 arms on the ground

Educational purpose

Lots of variations on tasks can be made in this game. Teachers can prepare a set of exercises which focuses on different topics.

Examples:

- write three sentences with the verbs do, make and get
- compose two lines that rhyme
- write as many animals as you can in one minute
- complete the sentence – If I met an elephant.....
- form a phrasal verb with look and use it in three different situations

22. TREES

Overview:	Players have to communicate in order to draw a correct route
Group size:	10 or more players
Time:	15-30 minutes
Materials:	A piece of paper with points, a pencil

How to play

This game has two parts. In the first part you need to use a group of trees. Mark some trees to create a route the children will follow. Then the players blindfold their eyes and all hold each other. The leader will guide them through the forest in a pattern already prepared. The players are told to remember the route as precisely as possible.

In the second part, far enough from the place, children will get a piece of paper with points drawn on it, and they have to connect them according to the route they walked along. The team with the route closest to the actual one wins.

23. WATER FOR DYING HORSES

- Overview:** Players have to communicate in order to fulfil the task better than their opponents
Group size: 6 or more players
Time: 15-30 minutes
Materials: A glass for water, a tank containing water

How to play

This is a challenging game which can be made physically demanding.

Intro to the game

After exploring our surroundings we are tired and because we have run out of water, everybody is thirsty. There is water in a deep ravine, where we refreshed ourselves and drank well. Now we need to give water to our horses. Unfortunately, the ravine is too deep and the horses cannot go down. There is no other choice than to bring the water to the horses. We have no man-made tools and we can only use what we find in the countryside or on our body.

Divide the players into groups. Groups compete against each other to complete the task faster. It is necessary to give the players some time to think and discuss their strategy. The groups are supposed to carry water from the water tank to a certain point where the horses are. The team that brings the largest quantity of water wins.

24. STAMP HUNT

- Overview:** Using English in real situations, teamwork, communication
Group size: 8 or more players
Time: 30 minutes or more, depending on the area
Materials: A sheet of paper for collecting stamps

How to play

Players in teams go to a village/town where they hunt for postage stamps. Where? Everywhere possible – in institutions, buildings, shops, etc. They have to speak English. For supervision and safety it is good if one adult/teacher accompanies the group. The team is penalised if they use their mother tongue. When the time is up, the team with more different stamps wins the game.



Photo from Water for Dying Horses

25. GAMEBOOK - CONSTRUCTION OF A RAILWAY THROUGH INDIAN LAND

Overview:	Fun running game involving completing a story
Group size:	3 – 4 player in one group
Time:	60 minutes
Materials:	Printed sheets of paper for the game, adhesive tape, pencil

How to play

The best way to play this game is to do so in a team of three or four members. In that case everybody can participate in taking decisions at particular stations. If the team gets to a place which requires an exercise, the number of exercise is for each member. By contrast, the cutting of little logs is for the team as a whole.

It is appropriate to have all 14 stations distributed over an area that is small and easy to survey. Then the game lasts about 25-35 minutes per team.

At the beginning of the game, each team gets a plan of the game space with the stations marked on it. On the other side of the plan, write the starting time (it is appropriate to release the teams at intervals of one minute), leaving some space for writing the time when they reach the finishing line. Use the rest of the sheet of paper to write down the equipment which the team is carrying.

At the beginning, the teams have 10 DOLLARS; the first station is M. There is usually an awful crush at the first station (actually, it is a crossroads, which the children often go back to), so it might be better to have it printed twice so that more teams could be there at the same time.

At the finish it is written "You have won; go and hand over your starting card". In that case the entire team goes to the leader who started the game. This leader should not be at the first station (M), because he would probably get in the way. It is more suitable if he starts the game detached from the others (but not out of the game space).

Each team comes to a station, reads the text and opts for one of the alternatives for what they are going to do. After that they turn over a piece of partly cut paper with one of the options and read only this instruction as to what to do next. If there is a task to do (e.g. do exercise, cut off a little log), the team will do so. If there is a task to write in or cross out some equipment, the team will write it in or cross it out from their itinerary. If there is a task to move to another place, the team will do so. **If there is no task involving moving, the team stays at the same station and it can choose another alternative action.**

Sometimes it is possible to choose some other alternatives, but only if the team has already got some specific equipment (e.g. for GUN, a sufficient sum of DOLLARS). If the team does not have it, it cannot choose this alternative.

Attention! One of the cards has the text "write in WHATEVER". It means that the team writes the word WHATEVER into their itinerary (they cannot choose what to write). Analogously, if they use WHATEVER, they have to have it written in their itinerary.

At one station, after using one of the alternatives, the players write in the word SHAME. This is the only thing in the whole game that serves for nothing, but it does not mean any time penalty at the finishing line.

It is a good idea to have one or two people who check the fulfilment of the tasks – especially in a place where little logs are cut or where the teams do exercise. Or it is possible to keep both these stations in view in such a way that they are both controlled by one person.

It is possible to pass through the whole gamebook and cut only one little log (it cannot be done without cutting one, so it is necessary to have a sufficient supply of wood). See appendix. 1.



Photo from Gamebook

26. ATOMIC BOMB

Overview: Strategy game, getting an important artefact

Group size: 10 or more players

Time: 20-40 minutes

Materials: Rope and sticks

How to play

The players have to figure out how to get an important thing (a map, weapon etc.) out of a dangerous area.

Unfortunately, the place is full of landmines, and at the moment of contact there is a threat of an explosion and all is lost. The thing which the players need is in the middle. The only chance is to take the thing out of the dangerous place. The players can use only one long rope and sticks. The marked place mustn't be touched; otherwise, all is lost.

The team has got limited time, though. If the time runs out, auto-destruction begins in 30 seconds.

Before starting the game, it is necessary to consult the right tactics and all the possible ways to take the thing out.

27. ARIADNE'S THREAD

Overview: A game in which players have to finish the route blindfolded

Group size: 3 or more players

Time: 20-30 minutes

Materials: Rope, blindfolds

How to play

This game increases the trust among players in a team and responsibility for passing information to the player behind. Blindfolded players follow Ariadne's thread in the forest, which leads them over different terrain. They can communicate among themselves in order to avoid the obstacles.

The level of difficulty of the terrain depends on the players' age. It is necessary to secure the players' safety during the game.

28. CODED LETTER

Overview: Running game, competing against other teams

Group size: 10 or more players

Time: Until the game is over

Materials: Cards with coded letters

How to play

The leaders scatter cards with letters randomly in a forest sized 100 x 100 m. They act as monsters guarding this area. The number of monsters depends on the number of players and should be equal to 1/5 of the number of players.

The monsters chase players by touching them. If a player is captured, this prisoner is temporarily disqualified from the game. He/she can break free (return to the game) if he/she runs away to a place specified beforehand (to a tree, which he/she must jump on or hug for five seconds), and then he/she can return to the game.

In the area with the cards there can be only two members of a team. The players look for the notes, but they cannot take them away or destroy them. After they find a card, they have to remember it and be careful not to be caught. They have to return to their team, where they hand the information over. The other players continue running so that they can take turns. If there is a monster behind a player, the player can be saved by running out of the area. In that case he/she must always return to his/her base by following the border of the area (but not through the area) and then another player can run into the area.

Examples of cards:



Coded text: Mjggg = Hello

These rules can be simplified or adjusted to your needs.

29. AN EYE FOR AN EYE, A TOOTH FOR A TOOTH

- Overview:** A running game in which teams compete against each other in order to fulfil tasks earlier than their opponents
- Group size:** 4-8 players or more
- Time:** 60 minutes or more
- Materials:** A table with tasks, material for tasks

How to play

The aim of this game is to fulfil all the tasks in the shortest time. At least two teams compete against each other. There are four categories to choose the tasks from. Each category has three different subcategories (A, B, C). All the teams start at the same time; they choose a task from the first category (A, B, or C). Besides that, they have to choose only the category for the next round and they set off to complete the task. The team which returns first can set the task for the delayed team. If someone from the team doesn't want to do the task or doesn't manage to do it, he/she is given the penalty of running an extra lap.

The team cannot choose the second task from the same category after they complete at least one from each category. The game continues in this way until all the tasks are done or the time is up.

Teachers can prepare whatever tasks they like, either for revision or fun.

30. ESCAPING GAME

- Overview:** An interesting team-building game which forces the team to break one clue after another to escape out of the room in 60 minutes
- Group size:** 4-8 players depending on difficulty of tasks
- Time:** 30-60 minutes
- Materials:** Depending on the number of tasks

How to play

The aim of the game is to escape from a locked room in 60 minutes (the time can be shorter when playing with younger players or when you have easier tasks to solve). The team has to face lots of tasks (puzzles, codes, searching, solving problems etc.) before players find the key to opening the door. Possible tasks:

- secret writing with lemon juice
- different types of cipher
- crosswords
- searching in books
- searching in a room
- kryptex
- experiments with light
- arithmetical problems
- [how to get a cork out from a bottle](#)

31. UNDER ATTACK

Overview: Strategy game; the teams have to get to a certain point before the others

Group size: 10 or more players

Time: 10 + 10 minutes (strategy + game)

Materials: One blanket, blindfolds

How to play

Game intro – a group of travellers were attacked by horse thieves. They managed to escape deep in the forest but they all ran away in different directions. Their task is to get back. Because the forest is so dark the players put blindfolds on their eyes.

Each player from each group is blindfolded. The leaders put a blanket on the ground (meadow or larger flat area) and walk away from it. After the game starts on the whistle, the players have to get onto the blanket. The first person who finds the blanket calls the others in their team and they have to gather as fast as they can. The strategy is up to each team and should be decided before the game starts (secret signals, false signals, etc.). They have to decide on words that the other teams won't understand. After the start they can shout misleading words to confuse their opponents. Only when someone shouts the agreed word will the others from the group know that the blanket has been found.

It is necessary to supervise the players' safety closely during the game.

32. RAIN

Overview: Challenging game in teams

Group size: 3 or more players

Time: 20 or more minutes

Materials: One box of matches per group, wet canvas of 1m2

How to play

Game intro – you luckily escaped from horse thieves but unfortunately during the night it started to rain and some of your clothes got wet.

The task of each team is to dry wet canvas over the campfire in the shortest time. Leaders prepare little



Photo from Rain

33. BLINDFOLD ROPE SQUARE

Overview: A short exercise that forces small teams to solve a problem when they can't see one another or their progress. The challenge is to take a long rope and lay it out on the ground to make a perfect square. Throughout the task all the team members must wear blindfolds.

Group size: 8 or more players

Time: Up to 30 minutes

Materials: Flat place, 10-m-long rope

How to play

Ask each player to blindfold their eyes. Tell them that if they want to solve the problem successfully, they have to use effective verbal communication. Place the players in the area where the activity will take place.

Lay the rope on the ground in front of the participants. Explain that you have positioned the rope on the floor and that on your command they must locate the rope and work together to position the rope in the shape of a perfect square on the ground.

Allow the group to say when they have finished. If everyone is in agreement, ask them to remove their blindfolds. Congratulate them on their success or ask them what they might do differently if there is still room for improvement. If required, give the group a second opportunity to complete the challenge.

Supervise the game carefully so that no one can hurt themselves.



Photo from Blindfold Rope Square

34. TRAFFIC JAM

Overview: Traffic Jam is a real 'Brain Buster' that requires a lot of thinking and communication. This challenge is very similar to a human chess game. The group is split in two, with both sides working together to complete the challenge. Cooperation and planning are essential to complete this task.

Group size: 8-12 players. No more than 20 (even numbers only)

Time: 55 minutes

Materials: Cones/floor markers

How to play

Brief/Challenge Instructions

1. Split the participants into two smaller groups (Sides A and B).
2. Both groups must line up vertically (one behind the other) with A facing B and vice versa.
3. Everyone should have a cone next to them with a free space in the centre separating the two sides.
4. The goal of the game is to get Side A to Side B and Side B to side A, all facing forward.

The rules are as follows:

- No moving backwards
- A person can only move forward to an empty space
- A person cannot “jump over” their own teammate
- Only one person may move at a time
- One spot per person, no sharing
- If any of these rules are broken, the group must begin again

Start Order: A B C D – 1 2 3 4

End Order: 1 2 3 4 – A B C D

Source: http://www.ventureteambuilding.co.uk/traffic_jam_team_building/

35. ELECTRIC FENCE

Overview: All the members of the group must concentrate and cooperate seamlessly. It’s the only way to overcome obstacles.

Group size: 8 or more players

Time: 15-30 minutes

Materials: A rope

How to play

Find four trees forming a square which are around two meters away from each other. Then tie the rope at about the chest height. The facilitator tells the players that they have been captured by aliens and placed behind an electric fence. Everything below the rope, as well as the rope itself, is electrified.

The group is given some time to discuss a strategy. During the game the players are not allowed to talk. The players must get everyone over the rope without touching or moving it. If anyone touches the fence they must all start again.

If you want to make the game even more difficult, make everybody hold hands (so only the first person and last person have a free hand). If the players let go of each other’s hands, they must begin again.

4. COOPERATIVE GAMES

4

36. ULTIMATE TEAM MEMBER THE FASTEST WINS

- Overview:** Each person shares with the group their individual strengths and positive traits that contribute to the overall success of the group
- Group size:** 4-8 people per group
- Time:** 20-30 minutes
- Materials:** Large sheet of paper, writing paper, pens or pencil, marking pens

How to play

Break the group up into smaller groups of four to eight. Give each team one large sheet of paper, some writing paper, marking pens, and a pen or pencil.

Instruct the groups to make the „ultimate team member“ by combining all of **their best traits** into one imaginary person. They need to give this „person“ **a name** and draw **a picture** of him/her on the large sheet of paper with different attributes labelled.

Then the group needs to write **a story** about this person. The story should highlight all of the amazing things their imaginary person can do with all of the awesome characteristics he/she has been given.

Allow time at the end of the activity for each team to share their person and to read their story.

37. WORD BUILDERS

- Overview:** Group members work together to accomplish a goal, making as many words as possible.
- Group size:** 6 or more
- Time:** 10 minutes
- Materials:** Cards, marking pens

How to play

Divide the group into smaller teams and give each team the same number of cards. Ask them to divide the cards evenly among their group members (five cards for each player).

Give each person a marking pen and instruct them to write down any five letters of the alphabet on the cards (one per card) and not show these letters to the other members of their team.

Set a time limit (five to ten minutes) and challenge the teams to use their cards to make as many words as possible, using each card only once. You may give points according to how many words they come up with, extra points for longer words, etc. The team with the most points at the end wins.

38. FRIENDSHIP BINGO

- Overview:** The objective of the game is to completely fill out the bingo sheet using the answers from members of the group.
- Group size:** 10-30 players
- Time:** 30-45 minutes
- Materials:** Handouts (one per player), pens/pencils (one per player)

How to play

Tell the players that they will receive a bingo sheet. Explain that in each box on the sheet there is a characteristic or description, such as "Runs fast" or "Likes potato chips". Tell the players they will mingle with each other to find players who possess each of those characteristics and have them sign the corresponding boxes.

Tell players no one may sign their bingo sheet more than once (e.g. maybe Jim "has a sister" and "likes ice cream," but he may only sign one of those boxes for Kate). Explain to the players that once they have completely filled their sheet, they may sit down, but they can still sign other players' sheets.

Ask the players if they have any questions about the game. Distribute the handout and begin the game. The player who fills in all the boxes has got BINGO and wins. See appendix. 2.

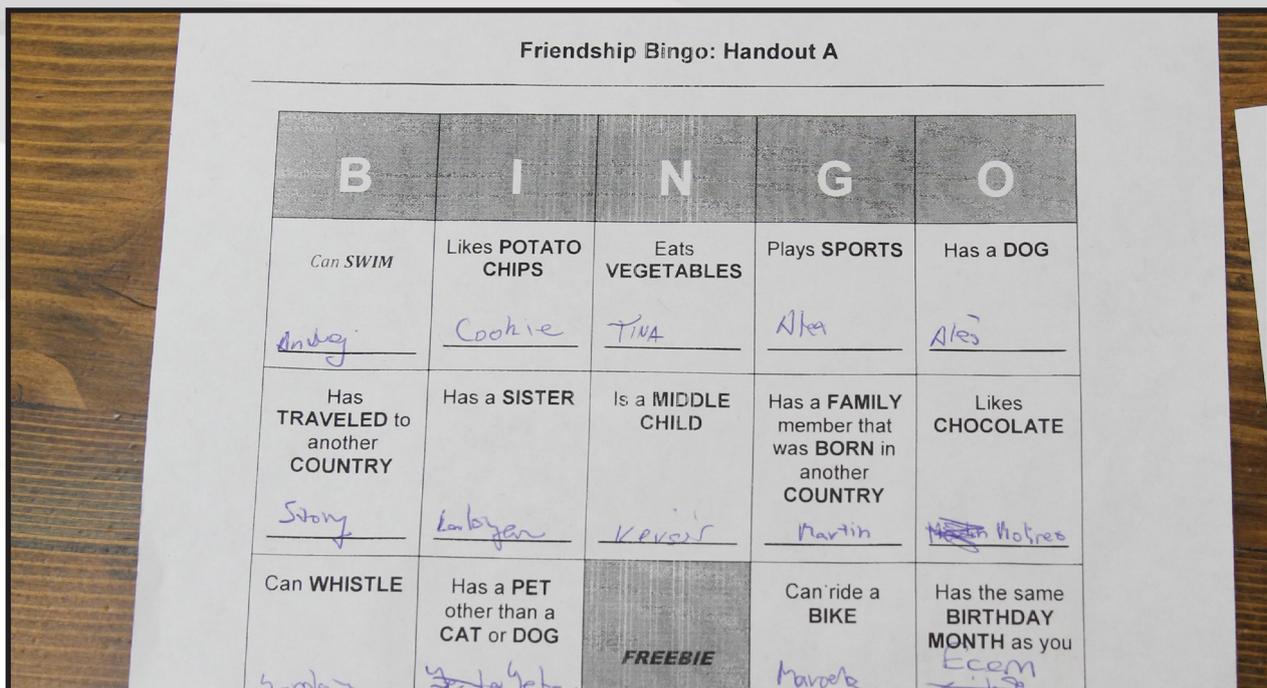


Photo from Friendship Bingo

39. HANDS OFF

- Overview:** The objective of the game is to pass a ball around a circle. The challenge of this game is that the players may not use their hands.
- Group size:** 4-30 players
- Time:** 5-10 minutes
- Materials:** An orange or a similarly-sized ball

How to play

Direct the players to form a circle. Tell the players to put their hands behind their back and explain that they must pass a ball around the circle without using their hands. Tell the players to brainstorm and decide on a strategy to pass the ball around before beginning (e.g. using arms, feet, backs).

Begin the game by giving a player the ball. The game ends when the ball has been successfully passed around the circle or time runs out.



Photo from Hands off

40. THE TOILET PAPER GAME

- Overview:** The objective of the game is to pass a roll of toilet paper down the line of players. The challenge of this game is that the toilet paper cannot rip or break.
- Group size:** 6-30 players
- Time:** 10-15 minutes
- Materials:** Toilet paper rolls (one per team), stopwatch (optional)

How to play

Direct the players to stand in a line. Explain to the players that the person at the front of the line will take the roll of toilet paper and pass it backwards over his/her head to the next person in line, while continuing to hold onto a piece of the paper as the roll unwinds down the line.

Explain that each player must hold onto the roll and pass it on without breaking the paper.

Tell the players that after the roll has passed over the last player's head, the roll must then be passed forward, this time going under each player's legs.

Explain that if at any point the paper rips, the group must start again.

Tip: If the group is larger than 15 players, consider having the players split into multiple groups or stand in a circle.

41. HUM FOR YOUR MATE

Overview: The objective of the game is for the whole group to help one player touch an object in a space (such as a desk, chair, or marker). The challenge of this game is that the player will not know what the object is and the group cannot speak, but direct them to the object only by humming more loudly or more softly.

Group size: 9-30 players

Time: 10-20 minutes

Materials: Blindfolds (one for each group of players)

How to play

Divide the players into groups. One player from each group will leave the space. While those players are away, the rest (together with a teacher) will decide which object in the space the players are to touch.

Practise humming before the first player leaves the space. Conduct the humming for loudness and softness as you might conduct an orchestra.

Tip: You may want to tell the players to hum a simple song that everyone knows, such as "Happy Birthday" or "Old MacDonald" and for each team to decide on a different one.

Choose a player for each team to go first. Direct that player to leave the space. Guide the group to decide on an object. Invite the players back into the space, blindfold them, and have them stand in the centre, with their team nearby.

Signal for the group to begin humming at medium volume. As the player walks around, the group should hum more loudly as the player gets closer to the object he/she is to touch and more softly as the player gets farther away.

The team whose player touches the object first wins.

42. PASS THE HULA HOOP

Overview: Players have to pass a hula hoop around a circle but the challenge is that the players must hold hands throughout.

Group size: 5-25 players

- Time:** 5-25 minutes
Materials: One hula hoop (two hula hoops, optional), stopwatch (optional)

How to play

Tell the players to form a circle and put a hula hoop around yourself, having it rest on your left shoulder and across the front of your body.

Explain to the players that they must pass the hula hoop around the circle while holding hands.

Tell the players to hold hands and that they must continue holding hands throughout the game. If the players let go of each other's hands, the game starts again.

Tip: For older players, consider using two hula hoops of different sizes and passing them in opposite directions.

The game ends when the hula hoop has successfully made it around the circle.

Tip: It can also be played in groups; the first group that passes the hula hoop completely round the circle wins.

43. KICK IT!

- Overview:** The object of the game is to keep a ball in the air as long as possible, using feet and knees only.
Group size: 6-10 players/ team
Time: 5-10 minutes
Materials: Beach balls (one for each team)

How to play

Divide the class into teams of 6-10. Each team is given a beach ball or other ball appropriate to their age/level of skill.

They have to keep the ball in the air as long as possible, using only their feet and knees.

A player may not touch the ball twice consecutively. Each contact counts for one point. The group must count aloud with each contact.

44. THE BIG DRAGON

- Overview:** Each pair or small group forms a line and players hold onto the waist or shoulders of the player in front of them, forming a small dragon.
Group size: 3- 10 players
Time: 5 minutes
Materials: Bandanas or a piece of cloth to be used as tails (one per player)

How to play

Divide the players into small groups (three to ten players). Each group forms a line and the players hold onto the waist or shoulders of the player in front of them, forming a small dragon. The last player in line wears the "dragon's tail" by tucking a bandana into their back pocket so it can easily be pulled out.

The goal of the game is for the player at the head of each dragon to grab the tail of another dragon. When a tail has been captured, the two lines merge to form a larger dragon.

Tell the players to form their dragons with their small group, decide who will be the head and tail, and spread out in the space. Explain that once the players have formed a dragon, they cannot let go of each other. The game ends when all of the small dragons have become one large dragon.



Photo from The Big Dragon

45. BLOB TAG

- Overview:** Large, slimy, people-eating blobs have invaded the Earth and one of these blobs is right here!
- Group size:** 10-30 players
- Time:** 10 to 20 minutes
- Materials:** None

How to play

One player is "it", known as the "blob." When the blob tags a player, that player is absorbed and s/he links arms with the blob, making a larger blob. Once they are a part of the blob, they cannot separate from it.

This process will continue until everyone has been tagged and been absorbed into the blob.

Point out the boundaries of the space that players cannot cross; if they do, they will automatically become part of the blob.

The game ends when everyone has been tagged by the blob.

46. THE TELEPHONE

- Overview:** The objective of the game is to pass a message around a circle.
Group size: 4-30 players
Time: 10-15 minutes
Materials: None

How to play

The facilitator whispers a message into the ear of the player on their right so no one else can hear it. That player whispers the message into the ear of the player on his/her right, and so on around the circle.

If they do not understand the message when the player whispers it to them the first time, they may ask for it to be repeated once.

When the message has gone all the way around the circle, the last player to receive the message says it aloud to the group.

Compare the message the last player says with the one said at the beginning.

47. MAKE A STORY

- Overview:** A cooperative game that never seems to go out of style: the players have to build a story by using picture cards.
Group size: 4-30 players
Time: 30 minutes
Materials: Picture cards (one for each player)

How to play

Divide the players into groups of 4 to 6. Each player gets a unique picture of an object, animal, or whatever else suits your fancy. The players gather in their teams and build a story which incorporates all the pictures they got. After the time is up, they tell their stories in front of the others. The team with the longest story wins.

48. BONDING BELT

- Overview:** A hilarious illustration of team bonding in which teams of six are literally bonded together by a clingfilm waistband. They then have to race across the room against the clock with the intention of improving their time with each attempt.
Group size: 6-10 players
Time: 15-30 minutes
Materials: A roll of clingfilm per team and a timer

How to play

The teams have to move as one unit between point A and point B in as short a time as possible. To ensure they stay 'bonded' as one unit, they will be held together by a clingfilm belt, tightly wrapped around their

waists.

Give the teams five minutes to discuss their strategy, advising them that at the end of this time they should be in position ready to be 'bonded'.

When applying the clingfilm do so at waist height of the middle-sized participant, and make the belt sufficiently tight that it will not fall when the team starts to move. Make the belt several layers thick.

Reiterate the position of the start and finish lines and set the teams off against the clock.

Advise the teams of their times, giving them a minute to catch their breath and agree their strategy for the next attempt. Repeat several times until the teams achieve their best time.



Photo from Bonding Belt

50. BODY SHAPES

Overview: Working together as a team, the members of the group have to use their bodies to form letters and words. This challenge is simple to deliver and can be done with no equipment.

Group size: 6 or more players in a group

Time: 20-30 minutes

Materials: None

How to play

Find an area free of obstacles and ask the participants to spread out. Start out by asking the participants to

make several letters of the alphabet with their body, e.g. B, C, D, and E.

Next, get them to form the words you say e.g. with groups of four people you would do words that have three or four letters, e.g. dog, bird, cat, step, and groups of five people words with four, five, or even six letters.

Finally, use a sentence or phrase that allows everyone to be involved. You can also split the whole group into smaller ones and get them to compete against each other.

51. ATOMIC WASTE

Overview: Everyone has to work together to get balls from one bucket into another one without spilling them.

Group size: 5-8 players in a group

Time: 15-30 minutes

Materials: Buckets, balls, rope

How to play

Tie enough pieces of rope to one bucket for each person in the team/group. Put four or five balls in that bucket. Set it next to or across the room from the empty bucket.

On 'GO', everyone grabs a string and works together to get the balls from one bucket to the other without touching anything but their own string.



Photo from Atomic Waste



Photo from Balls in Water Bottles

5. CREATIVE GAMES

5

52. CAVE PICTURES

- Overview:** A creative and involving exercise that will highlight the need for collaboration and organization across the group and finally creativity. This game is suitable for many different groups and group sizes
- Group size:** 6 or more players
- Time:** 10-15 minutes
- Materials:** Paper, pencils, and pictures

How to play

Divide the players into groups of six or more players sitting in lines. Give the last player in each row a sheet of paper and a pencil. Show the first player in the row a picture of a simple object like animals, flowers, etc. Do not allow the other players to see the picture. The player who has seen the picture has to draw it using his/her finger on the back of the player in front of him/her. Each of the players has to draw what is drawn on his/her back until the last player draws this picture on the paper.

53. MACHINE GAME

- Overview:** The object of this game is to create a machine out of a group of people (e.g. ceiling fan, hot air balloon, watch, etc.).
- Group size:** 6 or more players
- Time:** 15-30 minutes
- Materials:** None required

How to play

You might want to split your group into two or three smaller groups. Each person is required to be accountable for one noise and one motion of the machine. The group members should then put their motions and sounds together to create the machine. Give each group about five minutes to work together and prepare, and then have the groups present to everyone. Ask the other groups to guess what machine the group is.

54. BALLS IN WATER BOTTLES

- Overview:** A challenging activity that requires some creative thinking for the team to solve the predicament of trying to get ping-pong balls out of water bottles using chopsticks.
- Group size:** 6 or more players
- Time:** 15-30 minutes
- Materials:** Empty water dispenser bottles (a bottle for each team), ping-pong balls, chopsticks, tape, stopwatch

How to play

Split the class into teams of four or five per team. Issue each team with a water bottle, two ping-pong balls, several chopsticks, and tape. Instruct each group to drop the two ping-pong balls into the empty water bottles.

Rules:

- The teams cannot turn the bottles over to take out the balls.
- The teams can use the chopsticks or tape chopsticks together to get the balls out.
- The team that manages to take both ping-pong balls out first is the winning team.



Photo from Cut That Cake

55. CUT THAT CAKE

Overview: The trainer brings in a cake to celebrate the end of a successful session. The participants cannot eat it until they have cut it. They cannot make more than three cuts and they must divide the cake into eight pieces.

Group size: 6 or more players

Time: 15-20 minutes

Materials: One 8-10-inch-round cake and a cake knife

How to play

The participants cannot make more than three cuts and they must divide the cake into eight pieces.

56. PAPER AEROPLANES

Overview: This is a quick fun activity that is often used to prompt participants to think creatively and come up with out-of-the-box ideas to accomplish this simple fun task in a competitive exciting simple activity.

Group size: 6 or more players

Time: 15-20 minutes

Materials: Coloured sheets of A4 paper, masking tape

How to play

Split the participants into equal groups of four or five per group. Give each group 10 sheets of A4 paper (of a different colour for each group). Use the masking tape to create a start line which all the groups need to stand behind and a finish line. (The distance between the start and finish lines is 1.5 to 2 metres.)

Rules:

- The team that gets the most paper aeroplanes across the taped line is the winner.
- Each team has paper of a different colour.
- They have three minutes to strategize without their paper.
- They have five minutes to build their aeroplanes and get them across the finish line.

57. BALLOON TOWER

Overview: Small teams are asked to build the tallest, most cost-effective, free-standing tower using just balloons and some sticky tape within a set time.

Group size: 6 or more players

Time: 15-30 minutes

Materials: Enough balloons for there to be 50 per team plus some spares, enough Sellotape for one roll per team plus some spare, a tape measure to help you measure the towers

How to play

1. Sufficient table space is needed for each team to work on their tower. Split the group into small teams (of 2-4).

2. Introduce the exercise by stating that the challenge is to build the tallest, most cost-effective freestanding tower.
3. Explain the 10-minute time limit.
4. Give each group their balloons.
5. Emphasize the rules that the tower must be unsupported and freestanding after 10 minutes.
6. Start the activity and the timer. Give the teams a time check after five minutes and a one- and two-minute warning.
7. After 10 minutes, call time or give an extension at your discretion.

Ask the teams to work out and calculate their points (as below). The team with the highest number of points is the winning team. Do not show the team the scoring procedure before the activity takes place.



Photo from Balloon Tower

58. FLYING COTTON BALLS

Overview: The group has to devise a way to move as many “flying” cotton balls as possible into the “landing zone” indicated in front of them, using only the materials provided.

Group size: 6 or more players

Time: 15-30 minutes

Materials: Masking tape (to mark out the start line and a “landing zone” that is 50 cm by 50 cm)

Challenge:

1 bag of cotton balls

1 index card

1 sheet of newspaper

1 recycled plastic lid (e.g. from a yoghurt container)

2 sheets of paper

2 paper cups

2 binder clips

4 rubber bands

4 sheets of newspaper

4 straws

5 rubber bands

5 paper clips

Piece of masking tape (20 cm)

How to play

The team has to move as many cotton balls as possible from behind the start line to the “landing zone” indicated in front of them. Using only the materials provided, they have to devise a way for the cotton balls to “fly” and land in the “landing zone”.

Once they are ready, start the timer. The participants get three minutes of planning time and five minutes for the actual challenge. The team with the most cotton balls in the “landing zone” at the end of the activity wins the game.

Rules

- Only the materials provided can be used during the challenge.
- The participants are not allowed to throw the cotton balls directly into the “landing zone” using their hands.
- The participants are not allowed to step across the start line at any time during the challenge.
- The team is given three minutes to plan and five minutes to complete the challenge.
- Only cotton balls that land within the boundaries of the “landing zone” will count towards the team’s final score.

59. CRAZY COMIC

Overview: Creating a crazy comic with a good concept can take a really long time, and lots of thought must be put into it.

Group size: 6 or more players

Time: 15-30 minutes

Materials: Paper, pens or pencils, coloured markers, crayons, or coloured pencils

How to play

Divide the group into smaller groups of three to six members each. Supply each person in each group with a piece of paper and writing implement. Instruct the groups that they are to create an original comic strip and each person in the group must draw one frame of the strip (if there are four people in a group, the comic strip will contain four frames). The group must decide what to draw, the storyline, and who will draw what (there is a lot of communication involved in this one!).

Once the discussion has taken place about the comic strip and the decisions have been made, each person draws the frame s/he is responsible for on his/her own piece of paper. Everyone should be drawing at the same time and not taking turns with their group members. If you want to make it really challenging, don't allow group members to see each other's papers when they are drawing.

After the comic strips are completed, allow time for sharing and give each group a chance to show their comic strip to the other groups.



Photo from Crazy Comic

60. LIGHTS, CAMERA, ACTION!

- Overview:** Teams produce a short fictional film either about their group or about the project.
Group size: 6 or more players
Time: This event can be run at any time of day, all year round.
Materials: Camera or smartphones, computer and editing program

How to play

The teams are briefed on the subject and duration of their film. The teams begin by considering their primary message. This should generate the script and storyboard. With their camera or smartphones and props, the teams film various locations to record their scenes. Editing and adding music, captions, and special effects. The teams take a break while their films are cued for playback. Each team introduces and shows their film. Scoring and presentation of their product.

61. SHADOW PICTURES

- Overview:** The players have to discuss what picture they want to draw. This game promotes coordination and creativity.
Group size: 6 or more players
Time: 30 minutes
Materials: White and coloured chalk

How to play

Shadow pictures is a game that involves creating a picture from the shadows of the bodies of the group members. The participants have to shape their bodies accordingly in order to create a story from their shadows. The participants chalk their story picture on the pavement, giving the pictures roughly the same dimensions as their current shadows.

Hilarity guaranteed! Next, get all serious and discuss feelings and stuff. As an alternative to this activity, tell a story in which you take turns acting it out using the drawings.

62. BLIND PORTRAITS

- Overview:** A blind portrait is a game for promoting creativity and imagination.
Group size: 2 players
Time: 5 minutes
Materials: Pen and paper

How to play

Everyone pairs off and draw each other's faces without looking at the paper once.

63. SHARED VALUES

- Overview:** Communication in a team; the purpose for conducting a shared values activity is for team members to come to agreement on the most important values they share. This is useful when beginning a significant project or work effort, when individuals feel that others are not listening with open minds, or when team members need to bond together.
- Group size:** 4 to 6
- Time:** 30 minutes
- Materials:** Paper and pens, one piece of flipchart paper for each team for a poster, coloured markers

Instructions – Part 1

- Have each participant take two minutes to write down what he/she feels are the three most important values of the project.
- Have each participant share his/her three values within the team.
- From all the values shared, have each team agree on their top four most important values.

Instructions – Part 2

- Provide each team with a piece of flipchart paper and some coloured markers.
- Give the teams 10-15 minutes to create a poster with words, symbols, and/or pictures that reflect their three values.

Instructions – Part 3

- Have each sub-team present their poster to the entire team.

As a complete team, identify patterns and themes that emerge, and decide on a unified set of values for the project.

64. TREE OF HAPPINESS

- Overview:** A creative game that highlights the need for collaboration and organization across the group.
- Group size:** Individually
- Time:** 15-30 minutes
- Material:** Beads, wires, stones, game money for rewards

How to play

Intro:

Very rich dealers from Oklahoma came to buy some real Indian artefacts. As they cannot distinguish real artefacts from fake ones, the players have a chance to sell their trees to them.

We advise you to let players watch a video that shows how to make such a tree. Search for a wire tree on YouTube.com.

Each player is supposed to make a tree and then to the dealers. The dealers pay according to the quality of the hand-made product. The player who gets the most money wins.



Photo from Tree of Happiness

65. BIVOUAC SHELTER

- Overview:** A creative game that highlights the need for collaboration and organization across the group.
- Group size:** 3-6 players in each team
- Time:** 15-30 minutes
- Materials:** Blankets, string, knife, axe/hammer

How to play

The sky is getting darker and darker and it is going to rain any minute. Every team has to build a bivouac shelter to protect them from the rain. The quality of the shelter will be judged by the leaders.

66. REGATTA

- Overview:** A creative and involving game that highlights the need for collaboration and organization across the group and finally creativity.
- Group size:** Different sizes of groups or individually
- Time:** 30-60 minutes
- Materials:** Only material the players can find around themselves

How to play

The teams make ships that are as pretty and functional as possible. They can use only materials they find where they are (forest, meadow, etc.). After sunset, the groups can go to a brook, where they launch their ships onto the water. To create an effect, a candle is installed and lit.

The leaders can measure the time in which the ships complete their voyage from start to finish. During the voyage the candle mustn't go out. Give points for the design and functionality.

6. CLOSERS

6

67. FRIENDSHIP WEB

- Overview:** A closing game which serves as reflection or feedback on the whole activity (or camp), but it also shows the connections between the participants.
- Group size:** 10-30
- Time:** 10-15 minutes
- Materials:** A ball of string, scissors

How to play

The participants form a circle, with the facilitator in the circle holding a ball of string. Start by tossing the ball to a participant, holding onto the end of the string as you throw it. Say something you appreciate about the camp/activity which is about to end.

The ball then travels across the circle to each player with everyone holding onto a piece of the string once the ball is tossed. Once everyone is holding onto the string and it is criss-crossed throughout the circle, the facilitator explains that everybody is now connected to everybody through the activity they took part in.

Then the facilitator uses scissors to cut through the string, saying "As we cut the ties to the games we've played (or activity we've finished), we leave each person a piece of string in their hand to remind them of the renewed community and new connections they have made.

68. WARM FEELINGS...INSIDE

- Overview:** There's a warm, relaxed, and harmonious atmosphere all around the group during this game.
- Group size:** 10 or more players
- Time:** 1-3 hours
- Materials:** Pens, paper, envelopes, photos of participants (optional), tape, Blu-tac and pins for attaching envelopes to the wall.

How to play

This game is a perfect way to end a successful seminar.

The idea is that an envelope with the name (and photo if possible) of each participant is attached to a wall. Lots of paper and pens are provided nearby so that all the other participants can write something nice about the other participants in the group and place the notes into that person's envelope.

No one is allowed to look inside his/her (or anyone else's) envelope. At the end of the exercise the envelopes are sealed by the group facilitators. The envelopes are distributed to the participants as they leave the event and may not be opened until they get home! This provides each participant with warm feelings after the lonely trip home and some great memories for years to come.



Photo from Warm Feeling ...Inside

APPENDIX

1. Gamebook
2. Friendship Bingo

GAMEBOOK

A

BANK COUNTER



After a short wait inside the bank you get to the counter. The clerk is nice to you but she regrets that you have no money left in your account that you could withdraw. The bank won't loan you any money, because you do not look trustworthy...

You leave the bank in a sad mood.

You aim the gun at the clerk and shout
"Give me the money!"
(Only if you have a GUN)

Go to **M**

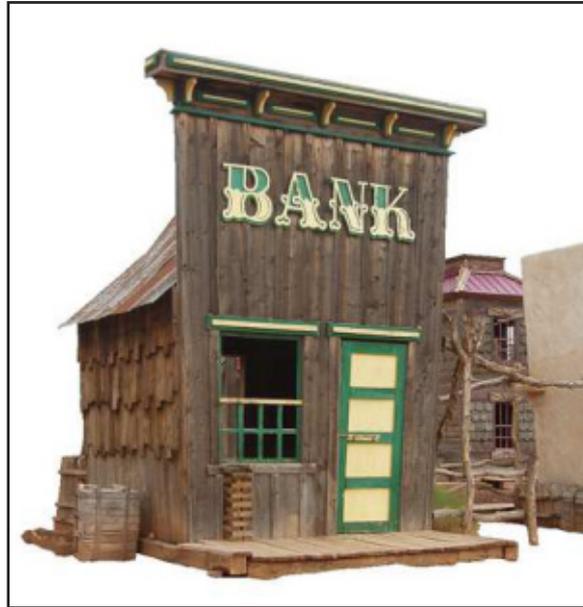
The clerk was pretty frightened and
opened the safe deposit and she gave you
100 dollars.

Write in 100 dollars.

Go to **L**

B

BANK



You have come to a bank and you can smell a strange stink. There is a beggar lying around on the pavement and he is blocking the entrance. In a moment he throws himself at you:
“Have you got any change?”

You give the beggar a dollar (only if you have 1 DOLLAR)

You give the beggar firewater; he wants the money for drinking alcohol anyway (only if you have FIREWATER)

You kick the beggar away from the door and walk into the bank.

Go to **A**

The beggar is pleased and says: "Dear friends, for this I will do anything for you!" At the same time he stands aside and lets you walk into the bank.

Cross out FIREWATER.

Write in WHATEVER.

Go to **A**

The beggar is pleased and he mumbles: "Thank you" and he hides one dollar in his dirty clothes.

Cross out 1 DOLLAR

C THE WAY TO THE INDIAN VILLAGE



You came out of a saloon and when the whiskey stopped working in your head, the whole idea became clearer. Do you really want to go to an Indian village?

Yes (if you have an OLD HORSE)

No. After all, it's far from here. Moreover, the saloon is still open...

You go back to the saloon.
Go to **S**

You jump onto the old horse and you set
off.
Go to **I**

F

DOCTOR



The doctor is going to treat you, but requires payment in advance...

You pay 10 dollars (only if you have 10 DOLLARS)

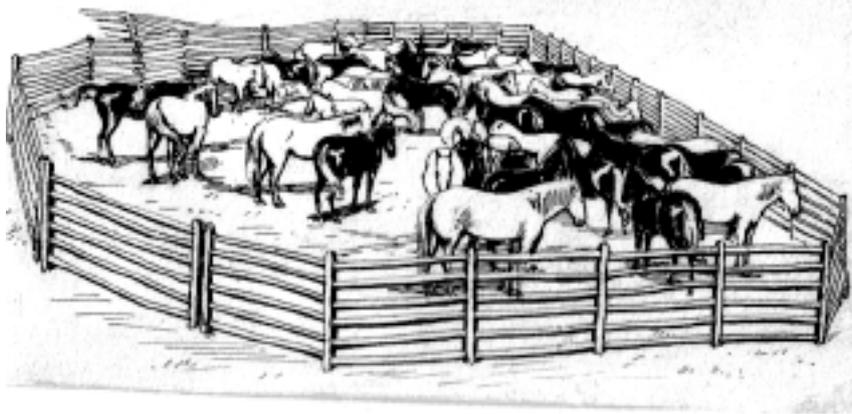
You don't have money; you work off the treatment

You are OK again and you can continue
your journey.
Cross out 10 DOLLARS
Go to **M**

Do five knee bends and five press-ups
each. You are OK again and you can
continue your journey.
Go to **M**

H

HORSE DEALER



You came to a livery stable; there is a horse dealer in front of you...

When you see the horses
and their prices you walk
out of the stables.

You buy only the one horse
you can afford – a limping
old horse
(only if you have 40
DOLLARS).

You take the gun out and
shout at the dealer: “Give
me the best horse or I will
kill you!” (only if you have
a GUN).

Go to **M.**

Cross out 40 DOLLARS.
Write in OLD HORSE.
Go to **M.**

Bad luck – there was a
sheriff next to you in the
shadows; you didn't see
him. He disarmed you
immediately and took you
to prison.
Cross out GUN.
Go to **V.**

I

INDIANS



You arrived at an Indian village; everybody is waving tomahawks around you...

It looks dangerous.
You decide to turn
your old horse
round and get out
of here while there
is time.

You shoot the
nearest Indian
(only if you have a
GUN)

You offer 50 dollars
to Indians to let
you build a railway
(only if you have 50
DOLLARS)

You offer valuable
gifts to the Indians
to let you complete
the construction of
the railway (only
if you have FIRE
WATER and BISON
LEATHER)

M.

The chieftain is moved by your gift and he smoked a pipe of peace with you. He also gave you permission to build the railway through Indian land.

Cross out FIRE-WATER and BISON LEATHER.

Write PERMISSION into your list.

Go back to the town, and go to

Indians do not want your money and they are getting closer to you threateningly.

Go to **M** and start again with 10 DOLLARS.

The furious Indians attacked you, they pulled you from your horse to the ground and took their revenge on you for their dead friend. In the evening you are at the martyr's stake.

Cross out all your equipment.

Go to **M** and start again with 10 DOLLARS.

Go back to the town.

Go to **M.**

L

BANK ROBBERY



You run away from the bank with the stolen money; the familiar beggar is there again on the pavement...

You have WHATEVER

You don't have WHATEVER

The beggar glances at you, drinks his
firewater from the bottle and pays no
attention to you.

Cross out WHATEVER

Go to **M**

The beggar shouts: "Help, they've robbed
the bank!" The sheriff's deputies appear,
knock you down, take your gun and the
money and take you to prison. The beggar
is laughing with satisfaction.

Cross out GUN and 100 DOLLARS

Go to **V**

M

TOWN



You are in a town which has been built at the end of the existing railway line. There are drunk people in the streets; sometimes you can hear a gunshot followed by a painful scream... Just the ordinary Wild West.

You go into a saloon; you are thirsty.

You are going to arm yourself with a gun; without a gun you cannot get by.

Everybody needs a horse in the Wild West, so you go to a horse dealer.

You go to the unfinished railway track; it is necessary to continue building the railway further to the west.

You go to the bank; you need some money to live in the town.

You go to the town hall, to the work office; you need to earn some money to live in the town.

Go to **S**

Go to **P**

Go to **H**

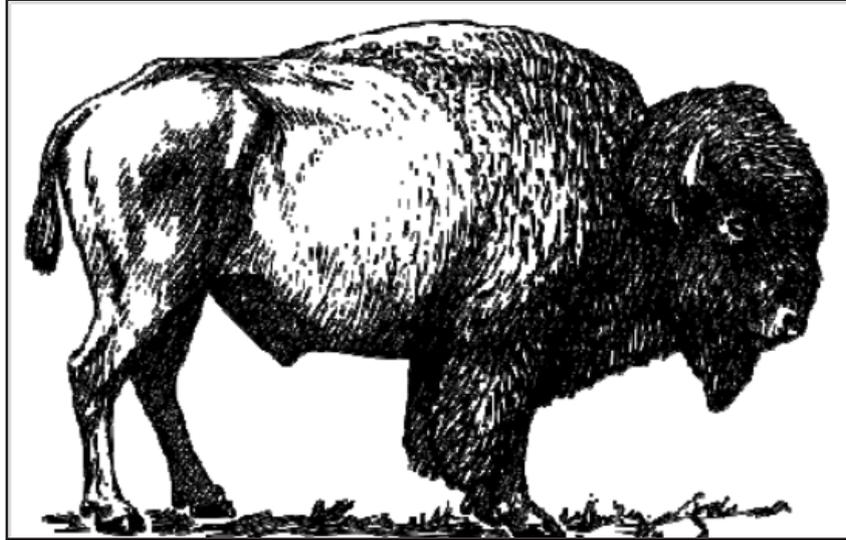
Go to **Z**

Go to **B**

Go to **R**

O

BISON HUNTING



You are standing on a vast plain and there is a herd of bison rushing towards you...

You take out your gun and you shoot one bison down (only if you have a GUN)

You do not want to be trampled to death by the herd; it is not how you imagine your future, so you decide to run away from here.

You go back to the town; you made a fool

of yourself.

Write in SHAME.

Go to **M**

Go back to the town, go to **M**

Write in BISON LEATHER

quarry.

One bison fell down dead; other hunters
shot down a few other bison. Afterwards,
the herd turned away and you go for your

P

GUNSMITH



You entered the shop where weapons are sold. For 30 dollars you can buy a gun with so many bullets that you could shoot the entire town...

You buy a gun with bullets
(only if you have 30
DOLLARS)

You are not interested in
the gun at that price.

You want a gun, but you
do not have money. So
you use your iron fist, you
punch the gunsmith and
you simply take the gun...

Cross out 30 DOLLARS.

Write in GUN.

Go to **M**

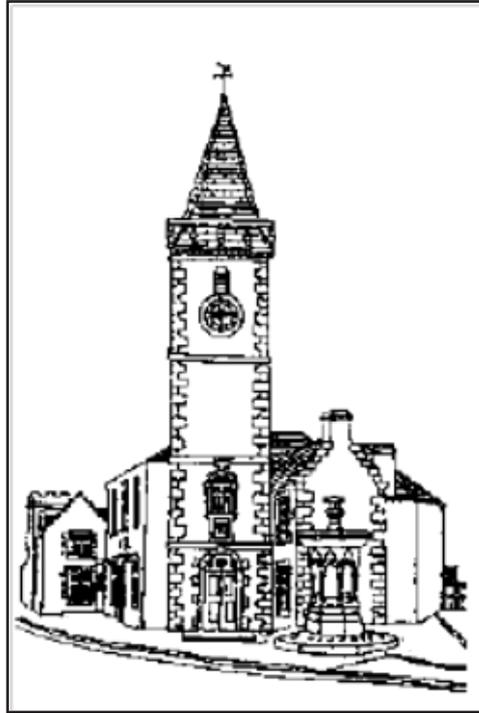
Go to **M**

.... or maybe not. The guy moved to one side, so you didn't hit him and he knocked you down with a gun butt in no time and threw you through a closed window into the street. You have to go to a doctor with concussion.

Go to **F**

R

TOWN HALL



Naturally, there is no queue in front of the work office at the town hall. But there is a pile of job offers. And because hardly anybody wants to work, the jobs are quite well paid...

You need money, so you have no choice but to take a job.

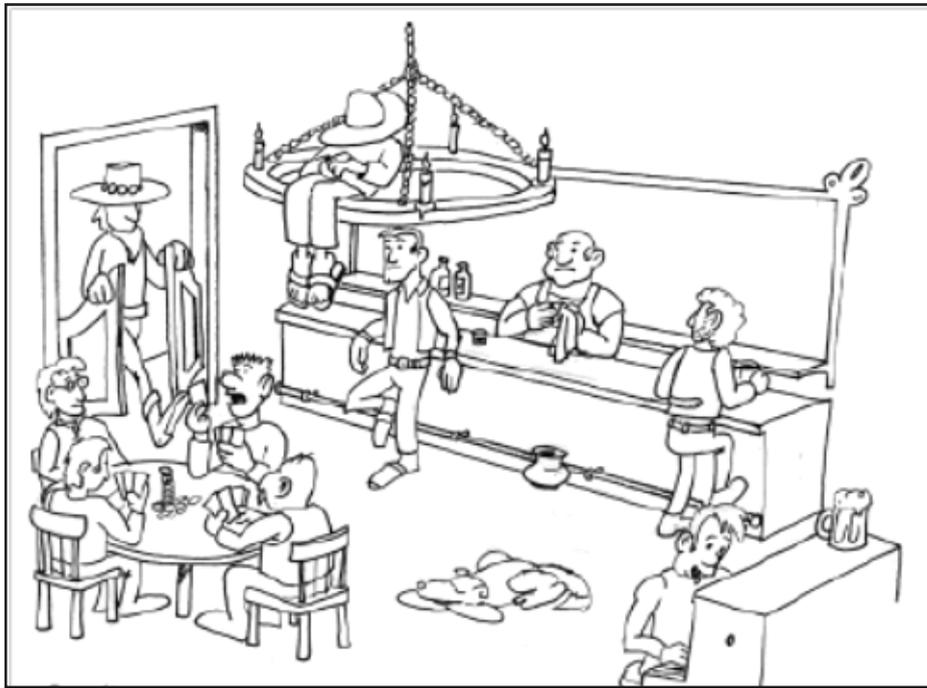
Your motto is clear – my little hands need not worry, you will not work hard! You leave the place very quickly so that nobody could really employ you by chance.

Cut off one little log.
Write in 40 DOLLARS
Go to **M**

Go to **M**

S

SALOON



You entered the saloon and you were welcomed by a thick fog, the smell of spilt beer and the sound of a piano which was out of tune. All the seats at the tables are full; only a few seats at the bar are free...

You can clearly feel the stink of vice. This is not a place for you; you go away quickly.

You rest your arms on the bar and as a good man who does not drink alcohol you order a fizzy drink called ColaLoca.

(only if you have 2 DOLLARS)

You rest your arms on the bar and order a beer.

(only if you have 2 DOLLARS)

You rest your arms on the bar and order a whiskey.

(only if you have 4 DOLLARS)

You come to the bar and buy a bottle of whiskey to take with you in case you get thirsty later.

(only if you have 8 DOLLARS)

You rest your arms on the bar and as a real tough guy you order a shot.

(only if you have 4 DOLLARS)

Go to **F**

Cross out 4
DOLLARS.

As a real tough man you drink a shot and you faint. In the morning you wake up with a headache; you need to see a doctor.

Go to **M**

Cross out 8
DOLLARS.

You pay for the bottle and leave the saloon.

Go to **C**

Cross out 4
DOLLARS.

You feel happy when you drink whiskey. You have a great idea - you are going to kill a few Indians.

Cross out 2
DOLLARS.

You liked the beer. You are not thirsty anymore; you feel great.

Go to **O**

Cross out 2
DOLLARS.

Buffalo Bill sat down next to you and appreciated that you did not drink. He needs somebody like that for bison hunting. You agree, of course.

V

PRISON



You are sitting in jail without any hope that the jury in court will understand that you are innocent. This cannot be the end!

You try to run away.

You offer 20 dollars to the sheriff to let you go.

(only if you have 20 DOLLARS)

You want to do some job so that you can make your punishment shorter.

Five hours later, after attacking the wall with a spoon, your spoon is shorter, you have just half of it. The wall seems untouched. This cannot work; try something else.

Go to **M**

The sheriff took the money as a fine for trying to buy off a person in authority. In court it is going to make your situation even worse. Cross out 20 DOLLARS.

Each of you is going to do 15 knee bends and five press-ups. After that you are going to be free.

Go to **M**

Z THE CONSTRUCTION OF THE RAILWAY



You've started to build a railway line further to the west along the shortest and therefore the cheapest way. However, it leads through the land of the Indians. And those are just now appearing from somewhere and they are attacking you...

You panic and run quickly into the town.

You take your gun and you start defending yourself.

(only if you have a GUN)

You are completely calm and you take out the permission for the construction from the chief and you wave it above your head.

(only if you have PERMISSION)

Go to **M**

You managed to shoot down a few Indians, but most of the band got to the railway line. Horrified, you throw away your gun and you try to save your own life.

Cross out GUN.

Go to **M**

The Indians recognized you and went away again. You can finish the construction of the railway line.

You have won!

Go quickly and hand over your starting card, after that your time will be stopped.



Friendship Bingo: Handout A

<h1>BINGO</h1>				
<p><i>Can SWIM</i></p> <p>_____</p>	<p>Likes POTATO CHIPS</p> <p>_____</p>	<p>Eats VEGETABLES</p> <p>_____</p>	<p>Plays SPORTS</p> <p>_____</p>	<p>Has a DOG</p> <p>_____</p>
<p>Has TRAVELED to another COUNTRY</p> <p>_____</p>	<p>Has a SISTER</p> <p>_____</p>	<p>Is a MIDDLE CHILD</p> <p>_____</p>	<p>Has a FAMILY member that was BORN in another COUNTRY</p> <p>_____</p>	<p>Likes CHOCOLATE</p> <p>_____</p>
<p>Can WHISTLE</p> <p>_____</p>	<p>Has a PET other than a CAT or DOG</p> <p>_____</p>	<p>Can ride a BIKE</p> <p>_____</p>	<p>Has the same BIRTHDAY MONTH as you</p> <p>_____</p>	<p>Likes ICE CREAM</p> <p>_____</p>
<p>Likes FLOWERS</p> <p>_____</p>	<p>Likes to DRAW</p> <p>_____</p>	<p>Can READ</p> <p>_____</p>	<p>Runs FAST</p> <p>_____</p>	<p>Has a BROTHER</p> <p>_____</p>
<p>Does their HOMEWORK</p> <p>_____</p>	<p>Likes MATH</p> <p>_____</p>	<p>Has the same favorite COLOR as you</p> <p>_____</p>	<p>Has the same EYE COLOR as you</p> <p>_____</p>	<p>_____</p>

Friendship Bingo: Handout B

B	I	N	G	O
<p><i>A famous person who I admire is...</i></p> <p>_____</p>	<p>My favorite type of food is...</p> <p>_____</p>	<p>If I had a tattoo, it would be...</p> <p>_____</p>	<p>If I played a professional sport, I would play...</p> <p>_____</p>	<p>If I could travel to any country in the world, I would go to ...</p> <p>_____</p>
<p>A special talent that I have is...</p> <p>_____</p>	<p>My favorite holiday is...</p> <p>_____</p>	<p>FREEBIE</p>	<p>If I could invite someone to dinner, I would invite...</p> <p>_____</p>	<p>If I could choose a book for others to read, it would be...</p> <p>_____</p>
<p>My favorite type of plant/flower is...</p> <p>_____</p>	<p>I had a dream last night; it was...</p> <p>_____</p>	<p>My favorite Halloween costume was...</p> <p>_____</p>	<p>If I won the lottery, I would...</p> <p>_____</p>	<p>A family member who I wish I knew better is...</p> <p>_____</p>
<p>A piece of advice I would like to share with others is...</p> <p>_____</p>	<p>My favorite season is...</p> <p>_____</p>	<p>My favorite type of music is...</p> <p>_____</p>	<p>If I could live anywhere in the world, I would live...</p> <p>_____</p>	<p>My dream job or profession is...</p> <p>_____</p>

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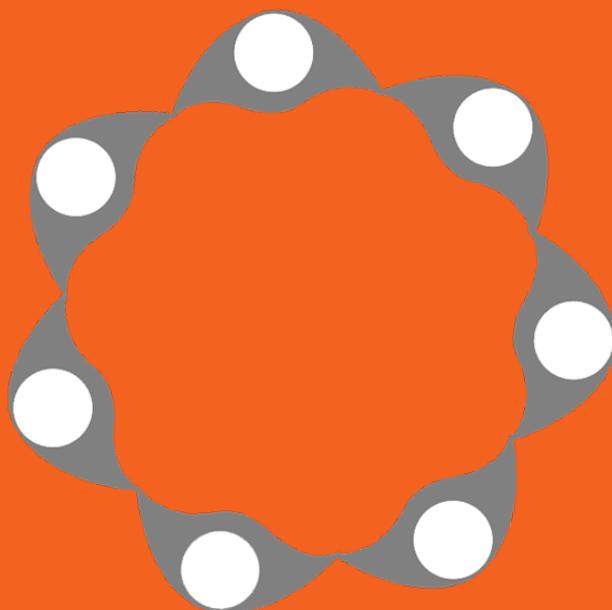
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Do your students feel shy when it comes to speaking, especially a foreign language? We can help them lower their fear by playing team-building games, offering an enjoyable educational atmosphere, developing communicative skills, cooperation, and problem-solving and creative competences.

Team-building activities are a good way to strengthen the students' interactions, help them learn about each other, and encourage them to find ways to achieve a common goal. By playing team-building games, students learn to build relationships and trust, open up new friendships, and feel more connected. In the meantime, they use the target language to communicate, without even realizing this. The tasks require sharing ideas, listening to others, and willingness to try new approaches and cooperation.



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