

Line Up Activity (The Big Book of Ice Breakers, P. 87)

February 28th (Leadership Styles/Authenticity)

10:00-10:30 AM

-Build a Word (The Big Book of Conflict Resolution Games, P. 217)

- Divide the group into teams of four to eight. give each team 26 index cards, some markers, one blank piece of paper and a rubber band. Ask the teams to put aside one index card and write one letter on each of the remaining 25 index cards. Let them know that they will be using the index cards to build as many words as possible. Each card can be used only one time in each word, so teams may choose multiples of common letters. Give teams five minutes to collectively decide which letters to write on their cards. after the team has completed their cards, ask them to put them in a stack and rubber- band them together. The next test is to have each team set a goal for the number of words they will be able to generate using their stack of cards.. Have them write theis number on the remaining index card and place it with the stack. Now for the twist-each team trades their stack with another team, keeping the cards stacked face down in the middle of their table or area. Once everyone has a new stack of cards, let them know that they have seven minutes to come up with as many different words as possible using the new stack of cards. Have teams assign one person as their scribe who will write the words the team creates on the blank piece of paper. give them the go- ahead to begin. When the time is up , have teams report their total words to the group.
- discussion questions
 - how did you choose what letters to write
 - what was your initial plan as you choose your lettters
 - what if anything would you have done differently had you known about the twist as you were choosing letter
 - how did you figure out the goal
 - how did you feel when you had to reach the goal set by another team
 - what adjustments did your team make
 - was time lost regrouping or readjusting? why
 - did anyone ask for help from the team of origin? why or why not?
 - In what ways do we benefit from challenges such as this?
 - what situation can we equate this experience to?
 - what can we learn from this activity?

-Making the Connection (Team Challenges, 170+ Group Activities, P. 62)

- Give two seemingly unrelated items, can you make a connection between them? For example , a number of possibilities arise when asked to make a connection between and a book. You have two minutes to come up with as many connections as possible
- ex: you can use a blade of grass as a bookmark

- **How can they go past objects and connect to different things?**

- \$2 Negotiation (Quick Team Building Activities for Busy Managers, P. 30)

- this is an activity in which participants negotiate with each other for 2\$. Participants find creative solutions to simple problems they see that a majority vote is not always the most effective way to decide.
- divide the group into teams of three. give each team two one dollar coins. they have five minutes to decide between the three of them who will keep the coins. if all else fails, a simple majority vote can decide. after five minutes, any team still undecided will lose the coins back to you.
- discussion questions
 - what strategies did you use during the negotiation
 - which were most helpful
 - did everyone rely on majority rules?

March 7th (Effective Leadership/Humility)

10:00-11:00 AM

-Answer the Question (The Big Book of Team Motivating Games, P. 23)

- Great as an icebreaker and early morning energizer. Should bring a great energy to the group and get everyone ready for the day.
- Time: 10-20 Mins
- Team sits in a circle. Let them know they will ask the person next to them an open ended question (more than yes or no, more than one word). Each participant must remember the question they asked and the answer they gave. To start, first person asks person to his or her side a question, direction continues in that way. Once around the circle, everyone should have asked/answered a question. Everyone must remember their question and answer. Now everyone takes a different part in the circle so they are next to someone new. This time have one team member ask the person to the right or left his or her *original* question and have everyone give his or her *original* answer regardless of the question.
- Discussion Questions:
 - What did you like about this activity? What was challenging?
 - How does laughter impact our energy? Our productivity? Our teamwork? Our stress level?
 - What are some other ways to reduce the stress level within our teams?

-Letter to self (give back at end of course)

- Write about your core values and how you use them/see them
- What are your core values?
- Have you ever thought about them before?
- How do you use them?

-Survival Time (Team Challenges, 170+ Group Activities, P. 47)

- Similar to Leadershape earthquake activity. Team(s) are given a survival scenario and a list of supplies that they have. Together, they must choose only 7 items to take with them. They must rank the items in order of importance with

one another. Specific scenario and list of items are in the book.

-Shared Values (Quick Team Building Activities for Busy Managers, P. 42)

- Fosters discussions about each participants values and how they match up with the team as a whole. Also how having and establishing shared values can behoove the team as a whole.
- Each participant gets paper and a pen. They have two minutes to write their top three values on the piece of paper. Group is divided into 4-6 teams. Each participant should share his/her values with her team. From all the values shared, the team must agree on the top three most important for the organizations (modification: group, emerging leaders, leadership as a whole, etc.). Each team then receives a piece of newsprint and should create a poster with words, symbols, and/or pictures that reflects those three values. After 10 minutes, have each team present their paper.
- Discussion questions are in the book.

-Values Auction

April 11th (Leadership in the Everyday/Wisdom)

10:00-11:00 AM &

11:00-12:00 PM

-Guess And Switch (Quick Team Building Activities for Busy Managers, P. 99)

- Helps participants get comfortable w/ constantly changing teams and allegiances.
- Divide group in half. Teams gather in opposite corners of the room. One participant from each team leaves the room. Together their task is to pick quickly any object in the world. They return to the team opposite the one they left. Each team asks the participant questions to determine what the object is. They may ask only questions that can be answered with yes or no. When a team guesses the object, they clap their hands to win the round. Both participants, who originally left the room join the winning team. Each team selects a new participant to leave the room for another round. Play continues until one team captures all members or until a predetermined time limit is reached.
- Discussion questions are in the book.

-Card Triangles (Quick Team Building Activities for Busy Managers, P. 33)

- Goal is for teams to trade pieces of playing cards in hopes of finding complete cards.
- Need: a deck of playing cards (cut in quarter-triangles), mix the pieces well and have an equal number of pieces in the same number of envelopes as you will have teams.
- Divide group into teams of 3 or 4 and distribute the envelopes of playing cards. Teams have 3 minutes to examine and sort their pieces and plan their strategy for bartering. They then will barter with the other teams for the pieces they need. 8 minutes for bartering. Count the teams completed cards and announce winning team.
- Discussion questions are in book.

-Team Talk (Team Challenges, 170+Group Activities, P. 54)

- List of team talk challenges is in the book. Give each team a pencil and a piece of paper, have a stopwatch for scoring. Read the instructions and a team talk challenge aloud to your group. Begin tallying their answers as soon as they begin. Write down all answers the team comes up with. They want to come up with the highest count each time. Allow the team two minutes to come up with as many answers as possible.
- Team instructions: Here's your chance to think quickly and creatively. In this challenge, you'll be asked to name different things or list as many items as possible that fit within a certain category. Once you hear the team talk challenge, you'll have two minutes to come up with as many clever answers as possible.
- List includes: Name things that can be stacked, Name things that line up, name things that come in a rainbow of colors, name things that are ordered....etc. Rest of list is in the book.

-Lollipop Leadership (TED Talk & Lollipops)

-Sim U-March 25th: Come up with a plan

Football

Greek Housing

Woman's Sports

Parking

Food Options

April 25th (Commencement/Making a Difference)

10:00-10:45 AM

-Thank You Bingo (The Big Book of Team Motivating Games, P. 189)

- take a minute to reflect on your experience today and how it was enhanced by different member of your team, As you have each team member sign the box that reflects your appreciation of him or her, take time to provide the specifics regarding your appreciation

-20 People