



BALLOON GAME (Great for any lesson)

Supplies needed: Balloons

1. Each person has a balloon they need to blow it up and tie it. (tell them you don't like small balloons it needs to be a 2 blow balloon).
2. They need to keep all of the balloons of the entire group in the air and they can only hit their own balloon 1 time.
3. The rules are: the balloon can not touch the ceiling, floor, wall, table, chairs or it is out they just have to LET IT GO!
4. Tell the group that they are not stuck to their chair or table they need to help the group keep all of the balloons in the air.
5. When the whistle is blown tell them to grab the balloons that are left in the air.
6. You count the balloons out-loud.
7. Debrief. (You can debrief this game how ever you want, I use it for the 3C's you have to have creativity, communication and change to be a good, manager, trainer etc. I also use it for how to say NO...example.... If we don't learn to delegate, prioritize or say no, things fall through the crack. Use it for any lesson you are trying to teach.)
8. Have FUN!

PIPE CLEANER GAME (Great for listening, team building, opener, comm., creativity)

Supplies needed: Pipe cleaners (enough for 4 to 6 per table per teaching day)

1. Tell participants that they are going to come up with team names for their table. They are not going to write the team name down or tell anyone else in the class their team name yet.
2. What they are asked to do is make a symbol of their team's name out of the 10 pipe cleaners.
3. The rules are: that all of the pipe cleaners have to be used and they can use anything else on the table, like play-doh etc.
4. Give the tables around 5-6 minutes for this activity and tell them to make sure everyone participates.
5. After 5-6 minutes go around the room and have each table, one at a time, hold their symbol up and have the others in the room guess what their team name is. If know one gets the right answer have the table give the correct answer.
6. Debrief by telling them that this gives the team name activity a little more spice and a lot more fun!

DOMINO GAME (Great game for listening, communication or team building)

Supplies needed: Dominos, Graphs of dominos

1. Pass out the dominos to every other person.
2. All other participants stand up and put their back to the domino people.

(I have put people on the floor back to back before if they are willing.)

3. Pass out the graphs to the standing people.



4. Tell the standing people to explain to the domino people how to place their dominos in front of them. The teams can communicate back and forth.
5. The standing people can't look at the sitters' dominos until they finished explaining. Then they can reveal the graph to the sitter.

ANIMAL GAME (Great for learning and appreciating different personality styles of team members, therefore great for communication, negotiation, teambuilding, problem solving)

Supplies Needed: 8 1/2 X 11 colored sheets with these animal's names Chameleon, Lion, Lamb, Owl.)

Have people stand by the animal sign that best describes who they are after you give them some characteristics. (for better explanation it's in my book **It Takes 4 To Tango**).

Have them answer the following 4 questions.

Questions:

1. What are the three best qualities of your animal?
2. What are two perceived negative qualities of that animal?
3. Choosing from the nine other animals in the room, which three animals frustrate your animal the most and why?
4. What is the most desirable way to communicate with your animal?

(Most animals will say words like HONEST, DIRECT, STRAIGHTFORWARD, TO THE POINT) What differs is each animal's perception of those definitions. Other definitions include the big picture, details.

Have the attendees go back to their seats. Have them as a group write down three conclusions/observations they had while playing the animal game.

TEAM BUILDING OUTSIDE THE BOX

Supplies needed: Pipe cleaners, balloons, dominos, popsicle sticks (any toys you want to use)

1. Team Symbol
2. Team Mantra (word or phrase)
3. Team Song
4. Team Mission Statement



Then debrief what each team of team of 10 or less came up with. For the team symbol give your teams at least 5 minutes to complete the other 3 can be finished in 2-3 minutes. Note: The debrief takes the longest. Total time is usually 30 minutes...have fun!

PYRAMID GAME (Great for team building, problem solving, communication)

Supplies needed: Popsicle sticks

5. Give each group (group size 10 or less) 6 popsicle sticks
6. Tell the group to make a 4 sided pyramid and they have to use all 6 popsicle sticks. It does not have to be free standing
7. Whatever group thinks they have it yell "We got it!"
8. Answer: Picture 3 sticks forming a flat triangle on the table and the other 3 sticks pointing to the ceiling coming up from each of the corners of the triangle....3 dimensional.

FISH PROJECT (Great for diversity, cliques, new employees, orientation)

Directions

- Randomly pass out all colors of the fish to the participants.
- Tell the groups to get together according to the color they have.
- They need to get in a small circle (pow wow) to read their directions. (Cut the directions below and laminate, if possible).
- The facilitator then announces "It's time to socialize around the room, get to know the other fish." Let the whole group roam around and visit for about 1 minute. *Hint: you will see that no other fish are speaking or making eye contact with the red fish.*
- Facilitator then stops the socializing (with no explanation yet) and announces, "It's time for the Fish Project, you are going to build a fish school using your fish." So they all get together and start connecting the fish, (except the red fish, you will see that they will be left out). Allow the group to build the fish school 1-2 minutes. *Hint: Long enough that you see the dynamics change between all the other fish and the red fish.*

Debrief

- Stop the group; let them laugh, because they will! Facilitator asks "Red fish how did that feel?" They will shout..."Terrible, not fair, I didn't like it, left out!!!"
- Facilitator then ask "All the other fish how do you feel?" They will say things like, "I didn't like not being able to talk to them, I didn't feel good about it." But, some will say "I thought it was funny!" *Hint: Those are the people to keep an eye on.*
- Facilitator explains what all the directions said so the red fish understand why they were ignored. Then explain that this is exactly how others feel when they are not included in the organization. This could also be a feeling that new employees have when they don't know anyone.
- Tell your participants to be aware of how they could unconsciously make people feel in the workplace.
- Option: Many times I will say, "Red fish we do like you, maybe they need a hug☺"



*****Copy, cut and laminate these directions for your teams**

Red Fish

Make friends with all the other fish. You must socialize, participate, communicate and contribute to Project GO FISH!

Green Fish

You are friendly with the **Blue, Purple, Orange, and Yellow** Fish. **Red Fish** are dangerous. Avoid **Red Fish** at all cost! Making eye contact with the **Red Fish** is deadly. The **Red Fish** must not contribute to Project GO FISH. If they do, it will fail!

Yellow Fish

You are friendly with the **Blue, Green, Orange, and Purple** Fish. **Red Fish** are dangerous. Avoid **Red Fish** at all cost! Making eye contact with the **Red Fish** is deadly. The **Red Fish** must not contribute to Project GO FISH. If they do, it will fail!

Blue Fish

You are friendly with the **Purple, Green, Orange, and Yellow** Fish. **Red Fish** are dangerous. Avoid **Red Fish** at all cost! Making eye contact with the **Red Fish** is deadly. The **Red Fish** must not contribute to Project GO FISH. If they do, it will fail!

Purple Fish

You are friendly with the **Blue, Green, Orange, and Yellow** Fish. **Red Fish** are dangerous. Avoid **Red Fish** at all cost! Making eye contact with the **Red Fish** is deadly. The **Red Fish** must not contribute to Project GO FISH. If they do, it will fail!

Orange Fish

You are friendly with the **Blue, Green, Purple, and Yellow** Fish. **Red Fish** are dangerous. Avoid **Red Fish** at all cost! Making eye contact with the **Red Fish** is deadly. The **Red Fish** must not contribute to Project GO FISH. If they do, it will fail!