**Site Coordinator Community of Practice**

**Year 1 Teambuilding**

**Have You Ever**

**Set Up:** Group stands in a circle, with one person in the middle

**Materials:** Place settings (something to stand on) for all but one person are useful, but not necessary

**Group Size:** 6-40 people

**Object/Rules:** The person in the middle says, “have you ever *insert experience here.”*  It is important that the experiences are real experiences the person in the middle actually had and they are kept appropriate.

If anybody in the outer ring has done the same thing then they have to enter the middle of the circle and find a new place to stand in the circle.

The last person to find a spot to stand becomes the person in the middle.

**PLM**

**Set Up:** Teams of two. One "tank" and one "driver"

**Materials:** A handkerchief or blindfold, and one soft tossable object per pair.

**Group Size:** 12 - 60

**Object/Rules:** The driver may not touch their tank. They may only move the tank through verbal communication. The driver may not touch any of the ammunition (PLMs). Only tanks can touch ammunition (PLMs), drivers must use communication to instruct tanks in finding and picking up PLMs. Drivers may not defend tanks from fire. Tanks must use two hands to fire ammunition - pushing PLMs away from their body with both hands. Once a PLM hits the floor, any tank can pick it up under the instruction of their driver.

The object of the game is for tanks to fire PLMs and hit other tanks. Tanks must feel the impact and count how many times they have been hit. When they have been hit three times they are out, and they get to watch the rest of the game.

PLM stands for peace and love morsel. The idea is that once you are hit three times, you don't want to fight anymore and you can laugh at the rest of the antics as the game plays out.\*

**Safety:**  Ensure proper boundaries

There are obvious ramifications for physical safety in this game as individuals are blindfolded. Ensure drivers understand their responsibilities prior to the beginning of the game and intervene when potential safety situations arise.

There may also be emotional safety issues to address if drivers are not attentive to their tanks.

**Debrief:** What works in this game - what strategies lead toward success.

This game is a very effective bridge to discuss effective communication. The communication skills necessary to drive a blindfolded tank are usually the same communication skills needed for effective and functional teams of youth or adults.

\* This game was originally learned by the facilitator at a Pacific Leadership Institute training. It was introduced as a game called "Tank." It can be played with this name. The facilitator received a lot of feedback regarding the implications of the game Tank in terms of war and conflict. Therefore the messaging of the game has slightly changed to PLM.

**Islands in the Stream**

(AKA Turtles)

**Set-Up:** One team of up to 14 or multiple teams of up to 14 at a point A. They must cross an area between point A and point B using only pads. The length of the area between point A and B is one step per ½ of the group. Therefore if there is a group of 14, the facilitator will take 7 steps from point A to designate point B.

**Materials:** Boundary markers and one pad per 2 players.

**Group Size:** 6 - 14. Or multiple groups of 6 - 14.

**Object/Rules:** This can be done as a group challenge, or can be done with multiple

Groups in a relay race type format. The object of the game is for a group to cross a designated area (a rushing river or river of lava) using only the pads (turtles, or lava proof turtles) to get across. The object is to get the entire team across from point A to point B. In order to do this, the team must retain their pads. Below are the simple rules they must follow.

* The team can only use the pads and each other to get across.
* Once a pad is in play in the space between point A and Point B, physical contact must be kept with the object at all times, for example, a hand or foot must be touching it (If the turtle doesn't feel the love, it just swims away). The facilitator removes a pad from the group if it is on the ground without being in contact with a team member.

**Adaptations/**

**Debrief:** This activity can be used by the facilitator to discuss planning and communication. The strategy to complete this activity becomes apparent quickly, however, many groups are not successful at implementing the strategy on their first try. If they fail and many pads are lost. You can simply ask the team, what happened? What made you successful and unsuccessful? What would you do differently if you had another chance? Would you like another chance? Thus, this activity can also be used to highlight how “mistakes” or “failure” are useful data for adapting practices to be successful.

**Ro Sham Bo Bonanza**

**Set Up:** Teams of two.

**Materials:** Boundary markers

**Group Size:** 12 - 60

**Object/Rules:** Start in pairs, one is the ro-sham0bo competitor and one is cheering the competitor on. The losing team of a competition joins the other team until the entire groups is spilt into two and ultimately become one team.

**Debrief:** This activity is super engaging, but what is winning? The point of the activity is to play it and have fun!

Even though it might seem like different teams, we are all moving in the same direction. It is about the process, about playing it out and ultimately the more you play the more you realize you are all on the same team.