

# THE “PERFECT” GAME FOR TEAM BUILDING

Consider your goals, time, players, & budget.

## RELATIONSHIPS

Quick experiences for fun and learning

- \$ Helium Stick (20 mins; 10+ players)
- \$ Team Dynamics Thumbball (30 mins; 2+ players)
- \$ Get-to-know-you Thumbballs (10+ mins; 2+ players)
- \$ TeamWriter (20 mins; 4-10 players)
- \$\$ Challenging Assumptions (20; 4 small groups) Community
- \$ Puzzle (4+ players)
- \$ Fast Traxx (20 mins; 4 players)



## PROBLEM SOLVING

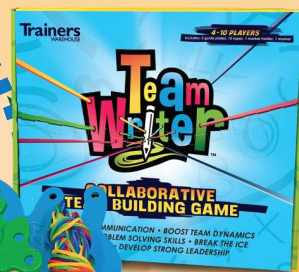
Improve collaboration & performance

- \$ Murder Mystery (30 mins; 5-27 players)
- \$ Marshmallow Challenge (45 mins; 3-5 per team)
- \$ Pipeline Challenge (15 mins; up to 12 players)
- \$ Seeing the Point (15 mins; 4-16 players)
- \$ Tangrams (30 mins; 4-15 players)
- \$\$\$ Colourblind (45 mins; 4-28 players)
- \$\$\$ T-Trade (negotiation) (60 mins; 3-6 players)

## COMMUNICATION

Strengthen speaking & listening skill

- \$ Seeing the Point (15 min; 4-16 players)
- \$ Blocked Perspectives (45 min; 6-30 players)
- \$ Murder Mystery (30 min; 5-27 players)
- \$ Zin Obelisk (30 min; 5-8 players)
- \$ Colourblind (45 min; 4-28 players)



## DON'T FORGET TO Debrief

Ask key questions to help your group process the learning experience.

### ASK...

1. What happened?
2. How did you feel?
3. What worked?
4. What would you Do differently?
5. How can we apply the learning to the Real world?