

<http://www.greatestkidsgames.com/team-building-games-for-kids.html>

Sneak a Peek Game

Time Required: 10 minutes

This problem solving activity requires little more than a couple of sets of children's building blocks. The instructor will build a small sculpture with some of the building blocks and hide it from the group. The participants should then be divided into small teams of four. Each team should be given enough building material so that they can duplicate the structure you've already created. The instructor should then place their sculpture in an area that is an equal distance from all the groups. One member from each team can come up at the same time to look at the sculpture for ten seconds and try to memorize it before returning to their team. After they return to their teams, they have twenty-five seconds to instruct their teams about how to build an exact replica of the instructor's sculpture. After one minute of trying to recreate the sculpture, another member from each team can come up for a "sneak a peek" before returning to their team and trying to recreate the sculpture. The game should be continued in this pattern until one of the team's successfully duplicates the original sculpture. This game will teach participants how to problem solve in a group and communicate effectively.

Zoom

Time Required: 30 minutes

This problem solving activity requires the wordless, picture book entitled, "Zoom" by Istvan Banyai. This book features 30 sequential pictures that work together to form a narrative. The book should be fairly easy to find, as it's been published in over 18 countries. The pictures can even be laminated to prolong their usage. Hand out one picture to each participant; making sure a continuous sequence is being used. Explain to the participants that they can only look at their own pictures and must keep their picture hidden from other participants. Time should be given for the participants to study their pictures because each picture will contain important information that will help the participants solve the problem of putting them into order. The ultimate goal is for the group to place the pictures in sequential order without looking at one another's pictures. The participants can talk to each other and discuss what is featured in their picture. This activity brings coworkers together and gets them communicating with the common goal of solving a problem, but it also allows for leaders to emerge and take control of the task.

The Great Egg Drop

Time Required: 2 hours

This messy, yet classic and engaging problem solving activity requires splitting the room into two large groups with the task of building an egg package that can sustain an eight foot drop. A variety of tools and other materials should be provided to the teams. After the packages have been built, each team must also present a 30-second advert for their package, highlighting why it's unique and how it works. At the conclusion of the presentations, each group will have to drop their egg using their package to see if it really works. Aside from teaching the groups to work together and communicate, it also brings them together with the common goal of both winning the egg drop and successfully creating an egg package.

Create your Own Team Building Activities

Time Required: 1 hour

The group leader should present participants with this fake problem: The hour was going to be spent doing a problem solving activity, but as the group leader- you don't know any and you don't want to do one that the participants have already heard or tried previously. The goal- or problem- then, is to have each group of participants come up with a new problem solving activity that they've invented themselves. Groups should be no larger than four or five people and at the end of the hour, each group must come up and present their

new problem solving activity. Aside from being a problem solving activity in and of itself, this activity also promotes creativity, communication, trust, and time management, among other things.

Building Interdependence and Trust

- **Human spring** – Ask group members to stand facing each other in pairs. Their elbows should be bent, with their palms facing toward each other. Instruct them to touch their palms together, and gradually start leaning toward each other, so that they eventually hold each other up. Then, instruct everyone to move their feet further and further back, so that they have to depend solely upon their partners to remain standing.
- **Minefield** – This is a great exercise if you have a large room or outdoor field. Set up a 'mine field' using chairs, balls, cones, boxes, or any other object that could potentially be an obstacle and trip someone up. Leave enough space between the objects for someone to walk through.
- Next, divide your group into pairs. Pay attention to who you match with whom. This is a perfect opportunity to work on relationships, so you might want to put together people who have trust issues with each other.
- Blindfold one person, the 'mine walker' – this person is not allowed to talk. Ask his or her partner to stay outside the minefield, and give verbal directions, helping the mine walker avoid the obstacles, and reach the other side of the area.
- Before you begin, allow partners a few minutes to plan how they'll communicate. Then, make sure there are consequences when people hit an obstacle. For example, perhaps they have to start again from the beginning.

- See more at: http://www.mindtools.com/pages/article/newTMM_52.htm#sthash.rPpNNwBY.dpuf