



Team Building Games

OBJECTIVES

STEP 1 | LEARN

Students will learn that the most effective work teams make time for fun. The games in the Team Building Games 7-Minute Starter are short so they can be used on separate days to begin class, or they can be used on the same day as part of a Game Day. Be sure to read through the games before the day you want to use them so that you can do any necessary prep work.

STEP 2 | PRACTICE & USE

Students will participate in the games and learn to appreciate their peer’s talents by seeing them in action in a new way. They will become more of a unit by participating in games that require collaboration and will think creatively as the games require students to stretch their imagination.



21ST CENTURY SKILLS

In this lesson, students are required to communicate to create a skit or complete a task effectively, which will yield better communication throughout the year. Furthermore, the games in this 7-Minute Starter require collaboration for completion. Students cannot succeed by working individually in either these games or when working on a group project, like a yearbook.



COMMON CORE STATE STANDARDS

ELA-Literacy.SL.11-12.1b

With peers, set clear goals and deadlines.
Establish individual roles.



ISTE STANDARDS

- 1A:** Apply existing knowledge to generate new ideas.
- 2C:** Develop cultural understanding by engaging with learners of other cultures.
- 2D:** Contribute to project teams to produce original works.
- 3A:** Plan strategies to guide inquiry.
- 4B:** Plan and manage activities to develop a solution or complete a project.
- 4D:** Use multiple processes to explore alternative solutions.

Do you have an idea for a 7-Minute Starter? Email us at 7-Minutestarters@jostens.com



Who's on the Money? Game

Setting the Scene: The judges, an elite group of government decision makers, have chosen teams to determine whose likeness should be printed on America's new paper money.

Rules and Suggestions:

- » Divide the class into at least two teams and a panel of two to three judges.
- » Names of celebrities and other well-known people will be written on slips of paper and put into a hat.
- » Each team is to create and present a humorous performance in which they explain why the person whose name was drawn from the hat should have his or her likeness printed on paper money.
- » The winning team will be selected by the judges based on the scoring criteria listed below.

Time: five minutes plus two minutes per presentation

PART ONE (5 MINUTES):

Each team should create a performance in which they explain why their specific person's picture should be on the money.

PART TWO (2 MINUTES):

Present your performance to the judges.

MATERIALS:

All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your performance.

POTENTIAL CANDIDATES:

Write the following names plus others on slips of paper and have each team draw a name out of a hat. Each team must do their performance based on the name they draw.

- » Britney Spears
- » Dorothy from The Wizard of Oz
- » Charlie Brown
- » Barbie
- » Arnold Schwarzenegger
- » Your principal
- » Thomas Edison
- » Babe Ruth

SCORING: You will receive

- A. 30 points for how humorous your performance is.
- B. 15 points for the creativity of whose picture should be on the money.
- C. 15 points for the creativity of why their picture should be used.
- D. 20 points for the creativity of your performance.
- E. 20 points for how well your team works together.

What Do You Stand For? Game

Setting the Scene: Many organizations are referred to by their initials. What do your team's initials stand for?

Rules and Suggestions:

- » Divide the class into at least two teams and a panel of two to three judges.
- » Each team will draw three letters out of a hat. These letters will be the initials of an organization. For the purposes of this challenge, an "initial" is the first letter of a word.
- » Print the attached grid of alphabet letters and cut the letters apart so they can be drawn from a hat.
- » Each team should draw three letters out of the hat.
- » Each team is to create and present a performance in which they explain an organization whose name has these initials.
- » The team may put the letters they draw in any order. They may be used more than once, as long as each letter is included as an initial of the name of the organization. The team may invent words that each letter stands for.
- » The only words in the name of the organization that do not need to be included in the initials are as follows: a, an, and, some, the, of, that, it, at, for.
- » The winning team will be selected by the judges based on the scoring criteria listed below.

Time: seven minutes

PART ONE (1 MINUTE):

Your team should randomly select three letters from the hat. Only one team member may select a letter at a time. The team member may not look in the hat while selecting the letters.

PART TWO (4 MINUTES):

Create a performance in which your team markets an organization whose name has the initials drawn from the hat. Be sure to decide what the organization does.

PART THREE (2 MINUTES):

Present your performance to the judges.

MATERIALS:

All props should be imaginary. A piece of paper and a pencil will be available for your team to use as you plan and present your performance.

SCORING: You will receive

- A. 10 points for creativity of what each letter stands for (30 points maximum).
- B. 20 points for the creativity of the organization's name.
- C. 30 points for the creativity of what your organization does.
- D. 20 points for how well your team works together.

What Do You Stand For? Game

A	E	L	R
A	E	N	R
A	E	N	S
A	I	N	S
C	I	O	S
C	I	O	T
C	L	O	T
E	L	R	T
U	U	U	

Building a Support System Game

Setting the Scene: Teams of students will build cup-holding structures using nothing but the supplies provided.

Rules and Suggestions:

- » The structure may not be adhered to the floor or table in any way.
- » Divide the class into at least two teams and a panel of two to three judges.
- » Each team's task is to create a structure that holds two cups as high as possible and as far apart as possible using only the supplies provided.
- » Each team should receive two plastic cups and a bag of the materials listed below.
- » Teams must be warned when there is one minute remaining and again when there are 30 seconds remaining in Part One.
- » The cups do not need to be held at the same height as long as they are supported by the structure.
- » The structure may not be adhered to the floor or table in any way.
- » Teams may practice placing the cups on the structure in Part One. However, in order to proceed to Part Two, they must take the cups off the structure.
- » If both cups are not supported by a single structure, the team may only receive points for the cup that is held the highest. They may not receive points for the distance between the two cups.
- » If a team member touches the structure while placing the cups during Part Two, they should be warned and any points the team may have gained as a result should not be awarded.

Time: six minutes plus judging

PART ONE (5 MINUTES):

1. Use the materials to create a structure that will hold the two cups as high as possible and as far apart as possible.
2. You may practice placing the cups on the structure in Part One. However, in order to proceed to Part Two, you must take the cups off the structure.
3. You will be warned when you have one minute remaining and 30 seconds remaining in Part One.

PART TWO (1 MINUTE):

1. Place the cups on the structure for score. No team member may touch the structure when the cups are being placed.
2. If you did not have a structure at the end of Part One, you may continue working on your structure in Part Two.
3. After the structure supports the cups for 10 seconds without the assistance of a team member, the judge will measure the height of the cups above the table and the distance they are apart.

SCORING: You will receive

- A. 10 points for a structure at the end of Part One.
- B. 20 points for how creatively your team used the materials.
- C. 1 point for each inch each cup is from the floor.
- D. 2 points for each inch the cups are apart.
- E. Up to 20 points for how well your team works together.

MATERIALS

- » 6 straws
 - » 1 sheet of paper
 - » 2 pieces of string
 - » 1 envelope
 - » 5 pennies
 - » 1 piece of foil
 - » 2 paper clips
 - » 2 chenille sticks (pipe cleaners) or a substitute
 - » 3 mailing labels**
- **do not stick to the table or floor