**Team Building Activities**

**Find the Match:** The facilitator of the group places a sticky note on the back of each teacher with the name of one half of a pair of objects, people, etc. that match another (i.e. – baby animal and its adult counterpart, two objects that go together, a celebrity couple). The students must find their match by asking the other students yes/no questions about the identity of the word on their sticky note. Once they find their match, they must stand with their partner and help other students find their matches until everyone is matched. (time needed: 10-12 minutes)

**Back-to-Back Drawing:** Everyone finds a partner and sits down back-to-back. One member of the team is given a clipboard with paper, and the other member is given a picture for the other person to draw. The person with the picture must verbally describe the picture to their partner, who must draw the picture. When they are done drawing, the team members will compare the picture with the drawing. Good debriefing questions about communication and collaboration could be given after completing the activity. (time needed: 5-7 minutes)

**WOOSH:** This is a fun, goofy game to get the energy of the group up and is a good game to either start or end with. Everyone stands in a circle, including the facilitators. One of the facilitators starts the game with an imaginary “giant energy ball.” The “ball” can be passed to the left or right, and must be done with great enthusiasm and by saying “WOOSH!” very loudly. Once everyone gets the hang of it, you can add in blocks and skips. Someone can “block” the ball by crossing their arms in an “X” and making a buzzer noise, or can skip the person next to them by “passing” the ball over their head to the person on the opposite side. After the game really gets going, another energy ball can be started in another part of the circle. If someone says “matrix time” at any point of the game, everyone must pretend that they are in “The Matrix.” (time needed: 5-7 minutes)

**Paper Tower Building:** Split the group into teams of 5 or 6 and provide them with several newspapers and rolls of tape. Teams compete to build the tallest freestanding paper tower within 3 minutes. The tower can only be built of paper and tape, and it must be able to stand on its own for at least 10 seconds. The team with the tallest tower wins. (time needed: 4-5 minutes)

**Shared and Unique:** Split the group into teams of 5 or 6 and provide them with paper and writing utensils. Have one person in the group be a note-taker. The team must create a list of as many traits or qualities as possible that members of the group have in common within 3 minutes. Ideally, the groups will come up with very interesting similarities, beyond what is immediately obvious or superficial. After the 3 minutes is up, the team must create a list of as many traits or qualities as possible that members of the group do not have in common within another 3 minute time period. Have the teams pair up and share their similarities and differences with each other. (time needed: 8-10 minutes)

**All My Neighbors:** Ask participants to form a shoulder-to-shoulder standing circle and then have each person take a step back. Give each participant a placeholder that they should place at their feet. The teacher takes a place in the center of the circle. The teacher will begin in the center of the circle, but their task is to try and find a place on the outside of the circle and have someone else end up without a place. The teacher will then make a statement, for example, ‘All my neighbors who are wearing tennis shoes’ or ‘All my neighbors who love to swim’, etc. If that statement applies to any person in the group then they must come off their place and find another spot in the circle. Participants may not move immediately to their right or left and may not move off their space and return to it in the same round. When you think people have had enough, simply say “OK, this is the last round.” Give a round of applause to the last person who ends up in the center