



Team Building Activities

Team Building is an ongoing process that helps a group of individuals evolve into a cohesive unit. When a department develops team-building skills, employees collaborate and unify around a common goal and ultimately generate greater productivity. To help build your department's team building skills below are some fun and creative ways to get your team working together.

1. Back-to-Back Drawing

This fast, fun activity is a quick take on Pictionary. You can do it outdoors or indoors, though the physical nature of this activity makes it more suitable for relaxed outdoors environments. Use it as an interlude between longer activities or at the very start of the event to get people in a relaxed state.

Number of participants: 6-20 people

Duration: 30 minutes

Objective: Improve communication skills

How to play

1. Head to your favorite stock photography site and print a number of vector shapes on separate sheets of paper. These can be shapes of signs, objects, or even abstract shapes. Think "Statue of Liberty", "Formula 1 car", etc.
2. Divide participants into teams of two people each. Make them sit back-to-back.
3. Team Member A gets a pen and a sheet of paper. Team Member B is given one of the printed shapes.
4. The objective of the game is for the Team Member A to draw the shape using only verbal instructions from Team Member B. B cannot state what the object is; he/she can only describe its uses or give instructions on how to draw it.
5. Give each team 2 minutes to draw the shape.
6. Teams that get the most shapes right win.

Number of participants: 6-20 people

Objective: Break the ice and get people involved

How to play

1. Ask the players to sit in a circle.
2. Each player has to think up three truths and one lie about himself.
3. Each player then gets up in the center of the circle and says four statements about himself (three truths, one lie).
4. The rest of the group has to guess which of the statements is a truth, which one is a lie.
5. The process repeats for all other players.

Strategy

There is no competitive element to this game. Instead, it's designed to get people to open up and get to know each other better. The opportunity to lie can also get some hilariously outrageous statements from players, which further improves the group's mood.

6. Shipwrecked

Your plane has just crashed on a deserted island in the middle of the Pacific. You have just a few minutes to salvage some items from the wreckage before the whole plane burns down. What items will your team choose?

A great activity inspired by classic shipwrecked stories. This one will inspire collaboration and creative problem-solving skills.

Number of participants: 8-24

Duration: 30 minutes

Objective: Inspire problem-solving, [leadership](#), negotiation and collaboration

How to play

1. Set up a play area with a number of survival items such as different types of food, water, weapons, knives, tarp, flares, matches, etc. You don't have to actually buy these items; you can take printouts of pictures on index cards as well.

2. Place all of them at one end in the "wreckage" area. Ensure that the quantity of each item is limited such that teams will be forced to barter and collaborate.
3. Divide participants into two teams (or more if you have a lot of participants).
4. The teams have 25 minutes to get items for survival from the wreckage. They also have to rank the items in order of importance.
5. Since some items are vital, but limited (such as water), teams will have to collaborate and barter.

Strategy

This seemingly simple game becomes complex when you consider the gravity of the situation. Teams often devolve into chaos when they can't come to a consensus about the importance of each item in a survival setting. Successful teams will choose a leader and plan their procurement process carefully. They will also have to negotiate with other teams to get objects they want.

7. Share Your Bucket List

If you want to know somebody, you have to first know what they want.

That's the premise behind this remote team building activity. Participants share their bucket lists, telling each other what

bucket lists are meant to be achievable, not outright fantasies (“make a million dollars” is a legitimate goal, “make a trillion dollars” is not).

3. As the participant shares his/her bucket list, team members talk about whether any of the items fall on their bucket list as well, and if yes, why.

4. If two or more participants have the same item on their bucket lists (happens more than you realize), encourage them to team up and find ways to achieve it. A shared