

Teambuilders

Balloon Game

Everyone puts one piece of information about themselves into a balloon. Blow up the balloon and throw the balloon into the middle of the circle of participants. Then one by one each group member pops a balloon and guesses who the information belongs to.

What is on my Back?

Place the names or pictures of people places or things on the back of all of the group members. Each participant must walk around and ask yes or no questions of the other participants until they can figure out who or what they are.

Trust Circle

Have all of the participants form a tight, shoulder to shoulder circle and then ask them to turn to their right. Altogether everybody must sit on the lap of the person behind them. Once the group has mastered this, then ask the group to try and slowly walk in a circle while sitting down.

Walking the Walk

Ask the group to walk around the room. Call out a situation and ask them to move as if they are in that situation. For example, you are three years old, it just started to snow and you are trying to catch snowflakes on your tongue. Then ask them to walk normally again. Call out different situations for participants to try.

Group Logo

Each group will need some art supplies such as construction paper, markers, magazines, scissors, and glue. Before starting this activity, the group should decide on a leadership philosophy or why they think leadership is important. Then using the art supplies the group should design a logo or symbol that represents the group's philosophy. After the group completes this task, they should designate a speaker from their group to describe it to the other participants.

What I Wish for You

Give everyone in the group a large envelope on which they should write their name. Provide paper for everyone to write, "What I wish for _____ is..." After writing the wish then place the paper in the appropriate individual's envelope. Each group member should share one wish from a fellow participant with the large group.

Blob Tag

Have all group members stand against one wall. Ask for a volunteer. That person stands in the middle of the room. The participants must run from one wall to the other wall without getting caught. If they get caught, they become part of the blob in the middle. Keep playing until everyone is part of the blob

