



# Team Building Games

<b>Values:</b>	<b>Key Competencies:</b>
Excellence Innovation, inquiry, and curiosity Equity Community and participation Integrity Respect	Thinking Managing self Relating to others Participating and contributing
<b>Learning Intentions:</b>	
WALT work together as a team WALT use each other to problem solve WALT encourage and help each other WALT communicate effectively by listening to each other and sharing ideas	

**Help others recognise who is on which team and bond as a group through:**

- Team name
- Team chant/song
- Team flag
- Team colour
- Matching bandanas

## **Infected Waters**

**Equipment:** A variety of objects that can be stood on eg. Chairs, forms, blocks of wood, towels, cushions etc

The equipment is in a pile at the starting point. Using all the pieces of equipment, all group members are to cross the area that is "infected". If anyone touches the ground, they must go back to the beginning and start again. All the equipment must be taken all the way across to the other side.

Variation: Once started, each piece of equipment must be touched by someone at all times.

## **Knots**

Group members stand in a circle and put all their hands in. They need to grab the hands of two other people. They cannot grab the hand of the person next to them, or two hands belonging to the same person. The group must then work together to untangle themselves into a circle without letting go of each others' hands. Some members may end up facing outwards.

## **Blindfold**

**Equipment:** Blindfolds, Obstacle course

Each group member is blindfolded except for the leader. The group forms a line holding onto the shoulders of the person in front of them. They are to complete the obstacle course together.

## **Blind Buddy:**

**Equipment:** Blindfolds

Group is split into pairs. One member of the pair is blindfolded, and has to follow the verbal instructions of their buddy, who is not allowed to touch them.

Variation: The buddy may not talk, only touch.

## **Sheep Trials:**

Everyone (called sheep), except for one person (called shepherd) are blindfolded. They are then placed around in different spots. The shepherd needs to lead the sheep into the pen (marked area on the ground), they can only enter in one way. The goal is to get the quickest time. Only the shepherd can guide the sheep but they cannot talk or touch the sheep, any other form of communication is allowed (eg: clapping or whistling).

## **Charades:**

A group member is given something that they are to act out/draw/make. The team members are to guess what it is.

## **Statues:**

In groups, students use themselves to form the objects called out by the supervisor.

## **Newspaper:**

The whole team needs to stand on the given piece of newspaper. The pieces of paper get smaller and smaller for each team to stand on.

## **Relays:**

*(can be races against another team or timed for points)*

Transporting water from one bucket to another using a sponge.

Transporting water from one bucket to another using a cup with a hole.

Hopping in a sack.

Throwing a ball in the air.

Bouncing a ball.

Racing a toy car along the ground.

Cartwheels / roly-poly's.

Hopping.

Running backwards.

Moving Pebbles/M&Ms/Smarties from one container to another using a straw. Each team might have a different colour that they are to pick out.

Over and under obstacles.