

**Steve Peck**  
**Team Building**

[WWW.GAMESARENOWHERE.COM](http://WWW.GAMESARENOWHERE.COM)

**Session 7 Thursday, March 3 from 5:10 – 5:55 pm (45 mins)**

**Movie Trivia Game** – a 30-minute movie experience showcasing (50) 30-second animated movie clips

**Sign in** – have players sign their name to the poster board using their non-dominant hand

**To the Middle** – players get in a large circle and move to the middle when the answer they match the requirements. Players find a new spot in the circle when they come out. Have them fist bump or high five other players as they move through the middle.

- All players who like to read to the middle
- All players who are new to camp this year to the middle
- All players who have a sibling to the middle

**Clap Circle** – Turn to the player on your left and attempt to clap at the same time. The idea is to create a smooth “wave” of claps around the circle

**Coat of Arms** – divide a piece of paper into 4 sections

- In the 1st section, place and 2 adjectives describing why
- In the 2nd section, someone admired and 2 reasons why
- In the 3rd section, 2 skills or talents
- In the last section, 1 super power

**Elevator** – your team is in an elevator:

- Between the lobby and the 5<sup>th</sup> floor, it is a normal elevator
- When the elevator hits the 6<sup>th</sup> floor, you are a team and have just won the championship

**The Web** – Circle up and share a rope between players

**Everybody Go** – Say, “Everybody Go” and demonstrate a movement (hand clap or spin around). All other players will enthusiastically say, “yes” and repeat the motion. Creates a supportive and positive atmosphere!

**Tarp Sequence** – navigate across a path, losing a “life” with each mistake!

**Pipe Shift** – shift positions and catch another player’s PVC pipe

**No Ditto Count** – clump in a tight circle. Close eyes. Randomly count from 1 to 10 in order. When 2 numbers are spoken at the same time, start over

**Status** – mingle with the other players with a card on your forehead and experience your receptiveness based on “who” you are. Line up in numeric order where you feel like you fit in!

**Categories** – individuals or teams write down as many items from a category in 3 minutes. Players receive 1 point for each item matched from my master list of 25 items

**Popsicle Sticks** – challenge each player to throw a Popsicle stick the furthest. In the end, bundle them all together and outdistance everyone. *“Working together, we go further!”*

**Listen to the Mustn’ts (Where the Sidewalk Ends/Shel Silverstein)**