



FUN & EASY TEAM BUILDING

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STORY TIME WARM-UP ACTIVITY: ROUND ONE

- SELECT FIVE MINIATURE "WHATYAMACALLITS" FROM THE BAG (DON'T LOOK!)
- TAKE 15 MINUTES TO WRITE A QUICK STORY INVOLVING YOUR MINIATURE THINK-ITS ON YOUR INDEX CARD.
- DON'T STRESS! NONSENSE IS OKAY!!
- ASK VOLUNTEERS IF THEY WOULD LIKE AN EXAMPLE STORY BEFORE THEY BEGIN



INDIVIDUAL STORY TIME WRAP UP

- GREAT TIME TO INVITE VOLUNTEERS TO STAND UP AND SHARE THEIR FUN AND SILLY 15 MINUTE STORY
- DO WE HAVE ANYONE IN THE AUDIENCE TODAY WHO WOULD LIKE TO SHARE?
- WE WILL NOW MOVE TO THE COLLECTIVE GROUP STORY WE WILL WRITE TOGETHER WITH OUR "WHATYAMACALLITS"



STORY TIME GROUP ACTIVITY ROUND TWO (15 MINUTES)

- WE WILL NOW GO AROUND THE ROOM AND EACH PERSON WILL CHOOSE ONE OF THEIR "WHATYAMACALLITS" TO HELP US WRITE A GROUP STORY
- YOU MAY CHOOSE TO DRAW ON WHAT HAVE YOU ALREADY WRITTEN OR MAKE-UP SOMETHING NEW AS WE GO ALONG BASED ON THE ITEMS YOU HAVE CURRENTLY CHOSEN
- EACH PERSON'S "LINE OF STORY" WILL AFFECT THE NEXT PERSON'S STORY LINE



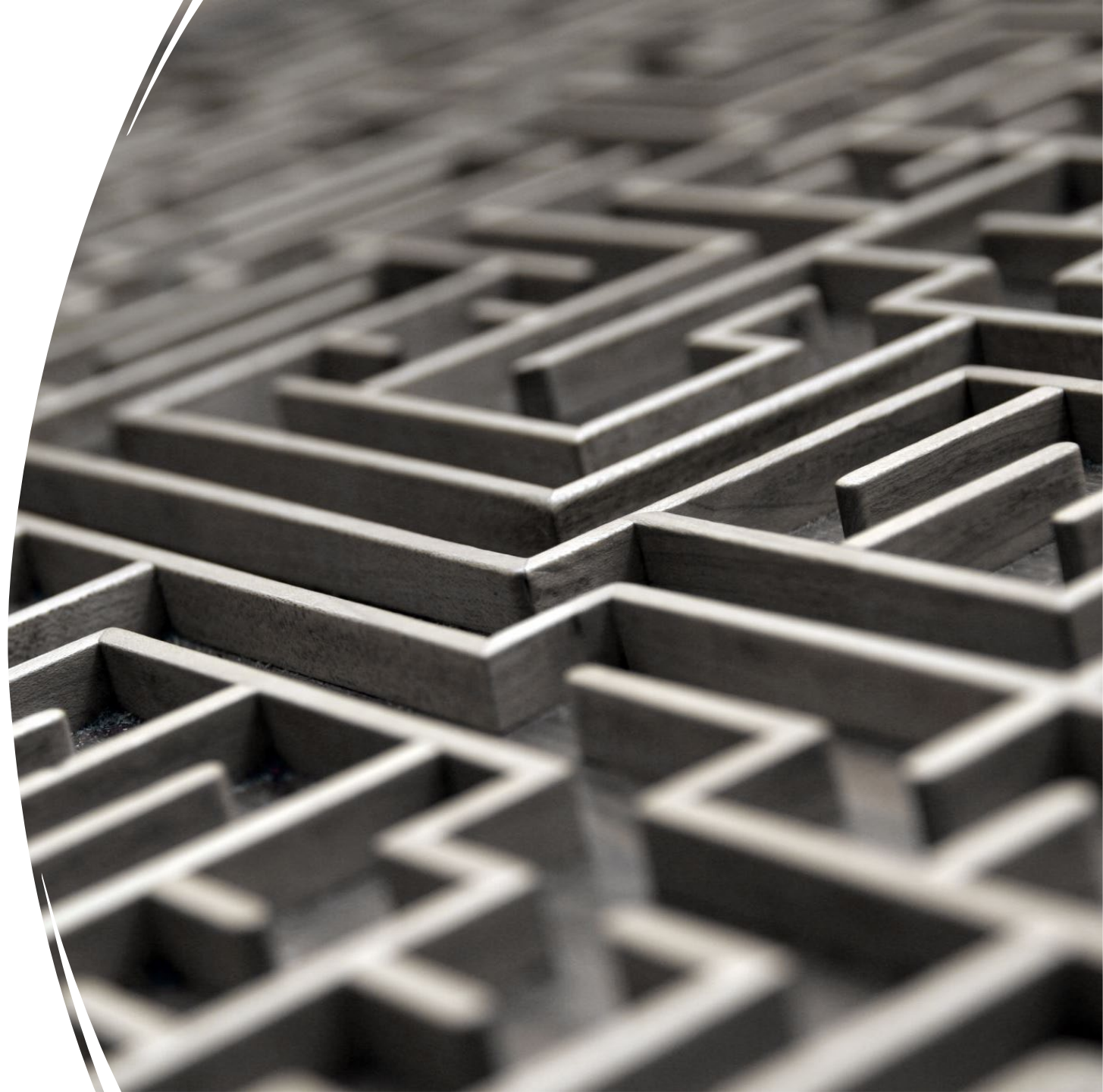
STORY REFLECTIONS

- IN A THIRD ROUND WE COULD ALL CHOOSE ANOTHER ITEM AND PICK UP THE PACE. WE COULD GO IN A SPECIFIC ORDER OR LET IT BE ORGANIC AND RANDOM
- WAS THAT A FUN ACTIVITY?
- WHAT DID YOU ENJOY MORE? WRITING AS AN INDIVIDUAL OR AS A GROUP?
- HOW CAN WE MAKE THIS MORE FUN?
 - SITTING IN A CIRCLE
 - SCAVANGER HUNT FOR THE THINK-ITS BEFORE HAND
 - GUESSING GAMES & CHARADES LEADING UP TO THE STORY
 - AUCTION OFF THE ITEMS WITH PLAY MONEY BEFORE STORY WRITING OR STORY TELLING
 - ADDING SILLY WORDS TO THE 15 MINUTE CHALLENGE



BLIND-FOLDED DRAWING CHALLENGE

- IN TEAMS OF TWO WE WILL TAKE TURNS DRAWING BLIND-FOLDED WITH THE HELP OF VERBAL DIRECTIONS FROM OUR PARTNER
- PICTURE ONE
- PICTURE TWO
- PICTURE THREE (IF TIME ALLOWS)



DRAWING GAME WRAP-UP

- THOUGHTS?
- HOW COULD WE MAKE THIS DRAWING GAME MORE FUN OR CHALLENGING?



GROUP DISCUSSION

- WHO WAS THE FIRST PERSON WHO TAUGHT YOU A GAME?
- WHAT TYPES OF GAMES DID YOU PLAY GROWING UP?
- DID YOU PLAY GAMES AT HOME, AT SCHOOL, OR AT CAMP?
- DID YOU EVER GET TO CREATE YOUR OWN GAME THAT OTHERS PLAYED?
- DID YOU PLAY GAMES WITH PEERS ONLY OR WITH ADULTS?
- HOW OFTEN DO WE PLAY GAMES AT WORK?
- IS THERE AN AGE WHERE GAMES CEASE TO BE FUN?
- DO YOU THINK PLAYING GAMES IMPROVES OUR ABILITY TO COMMUNICATE, TO THINK OUTSIDE THE BOX AND WORK AS A TEAM OR ARE GAMES JUST FUN?
- WHAT OPPORTUNITIES EXIST FOR TEAM-BUILDING GAMES INSIDE OF YOUR VOLUNTEER PROGRAM?

