

Team-Development Program

12 people (20 mins)

1. [Your Add](#) – rapid, fun small group adding game
2. [Span The Room](#) – highly inventive small group challenge
3. [Whip Around](#) – structured method to review the learnings of the session

Props – none required

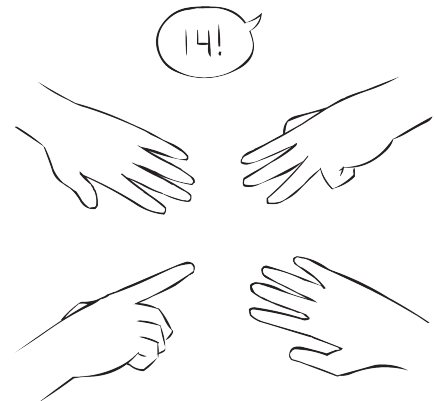
Step-by-step instructions for each of these activities are provided below.
To view video tutorials, practical leadership tips & popular variations, click the links above.

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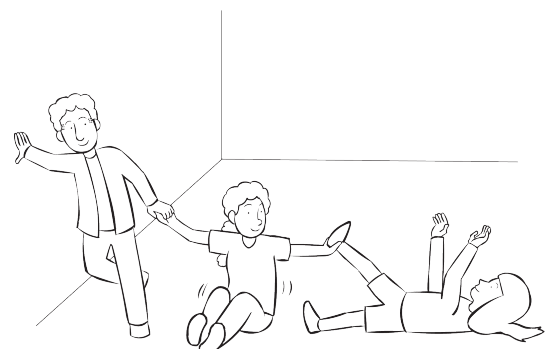
1. Your Add (3 mins)

1. Ask your group to form into pairs, and face each other.
2. Instruct one partner to call “SET” which will cause both partners to place their hands behind their backs and extend a certain number of fingers on one or both hands.
3. When ready, the other partner will call “GO” causing both people to thrust their hands forward so that all four hands can be seen.
4. The first person to call out the correct sum of all extended fingers, wins that round.
5. Play several rounds, then swap partners.



2. Span The Room (15 mins)

1. Locate a wide area between two points, such as two opposing walls, two trees, etc.
2. Instruct your group to physically span the space between these two points using their bodies, forming a continuous connection between all people and the two ends.
3. Over several rounds, challenge your group by progressively limiting the number and type of



body parts which may touch the ground between the two points, eg five feet, two hands and one bottom.

4. Continue until your group is ultimately challenged.

3. Whip Around (2 mins)

1. Ask your group to form a circle.
2. Ask your question, and invite each person to respond one at a time around the circle.

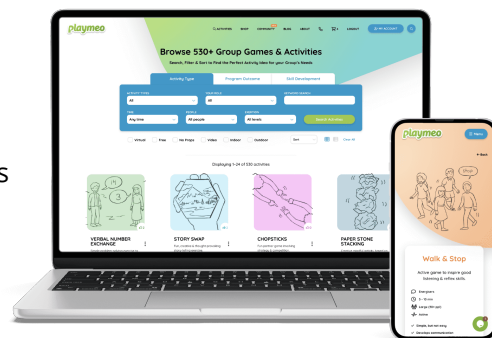


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