**Memory Wall**

A physical activity that establishes and re-lives the team’s shared memories. Teams sketch their shared memories with each other and place them on a wall. The wall remains up throughout the event, working as a focal point of the team’s camaraderie.

**Number of participants:** 6-50

**Duration:** 45-90 minutes

**Objective:**Build camaraderie between team members, foster relationships

**How to play**

1. Give each participant sheets of paper, markers, and tape.

2. Ask each participant to survey the room. Take 15 minutes to write down positive memories of shared experiences and moments while working together.

3. Once participants have a few memories listed, ask them to draw a few of these memories on fresh sheets of papers. The drawings can be abstract renditions of the "memory scene". They can involve partners who've shared the memory to create this drawing. Give them up to 30 minutes to do this.

4. Once the time is up, ask participants to tape their memory drawings to the wall.

5. Ask for volunteers to approach the wall and expand on the memories they just taped on the wall with the entire group.

**Strategy**

A visual "memory wall" creates a welcoming environment and reaffirms the positive relationships between team members. Rendering each memory - individually or in groups - as a drawing adds much-needed levity and camaraderie to the whole exercise.

### ****Shipwrecked****

Your plane has just crashed on a deserted island in the middle of the Pacific. You have just a few minutes to salvage some items from the wreckage before the whole plane burns down. What items will your team choose?

A great activity inspired by classic shipwrecked stories. This one will inspire collaboration and creative problem-solving skills.

**Number of participants:** 8-24

**Duration:** 30 minutes

**Objective:**Inspire problem-solving, [leadership](https://www.workamajig.com/blog/project-management-skills-shape), negotiation and collaboration

**How to play**

1. Set up a play area with a number of survival items such as different types of food, water, weapons, knives, tarp, flares, matches, etc. You don't have to actually buy these items; you can take printouts of pictures on index cards as well.

2. Place all of them at one end in the "wreckage" area. Ensure that the quantity of each item is limited such that teams will be forced to barter and collaborate.

3. Divide participants into two teams (or more if you have a lot of participants).

4. The teams have 25 minutes to get items for survival from the wreckage. They also have to rank the items in order of importance.

5. Since some items are vital, but limited (such as water), teams will have to collaborate and barter.

**Strategy**

This seemingly simple game becomes complex when you consider the gravity of the situation. Teams often devolve into chaos when they can't come to a consensus about the importance of each item in a survival setting. Successful teams will choose a leader and plan their procurement process carefully. They will also have to negotiate with other teams to get objects they want.

**Back of the Napkin**

Draw the solution to a problem on the [back of a napkin](https://hbr.org/2008/09/solving-problems-with-your-pen.html), like all entrepreneurs of legend. Teams will have to work together and solve problems creatively for this game to work.

**Number of participants:** 6-24, divided into teams of 3-4

**Duration:** 10-20 minutes

**Objective:**Promote unconventional thinking and teamwork

**How to play**

1. Come up with a bunch of open ended problems. These could be related to your business, an imaginary product, an environmental problem, etc.

2. Divide all players into teams of 2 to 4 players - basically, what you would see in a team of startup co-founders. Ideally, these would be people who've never met or worked together.

3. Give each team a folded napkin and a pen.

4. Ask the teams to draw a solution to the problem as a flow chart/sketch/graph. Evaluate all solutions and pick the best one.

*Optional:*Offer prizes to the best solution

**Strategy**

The "back of the napkin" is where so many great product and startup ideas first came into being. This simple team building exercise replicates this tiny canvas, giving participants something fun to do while promoting teamwork and outside-the-box thinking.

### ****Magazine Story****

Who wouldn’t want to be featured on a magazine cover?

In this activity, each team has to create an imaginary magazine cover story about a successful project or business achievement. They have to get the right images, come up with headlines, formulate quotes, etc.

A great exercise in creativity that can also inspire your team to think bigger.

**Number of participants:** Any

**Duration:**60-90 minutes

**Objective:** Visualize future success, motivate team members and encourage them to think big

**How to play**

1. The goal of this game is simple: get players to create a magazine cover story about your company or project (choose either). The players don't have to write the complete story; they only have to write the headlines and create images, quotes and sidebars.

2. Divide participants into teams of 3-6 players. Give them markers, pens, and anything else they'll need to create a fictional magazine cover.

3. Create several templates for different elements of the magazine story. This should include: a) magazine cover, b) cover story headline, c) quotes from leaders and team members, d) sidebars about project highlights, and e) images.

4. Distribute these templates to each team. Ask them to create a magazine story, filling in each template and focusing on the project or business.

5. Choose the best magazine cover.

Optional: Offer a prize for the most creative magazine cover.

**Strategy**

Seeing your project or business' success featured in a magazine is the high-point of any organization. This creative exercise helps your team members think big and visualize their future success. It can also be a powerful motivational tool.

### ****Office Trivia****

Sometimes, you need a quick activity to break the ice and get people involved in an event. Asking relevant "trivia" questions about your workplace works well in such situations. This game doesn't require any equipment or significant preparation. It can also be held indoors or outdoors, with small teams or large teams, making it a flexible option for team building.

**Number of participants:**Any

**Duration:**30-60 minutes

**Objective:**Get people engaged and improve team bonding

**How to play**

1. Come up with a list of trivia questions related to your place of work. Questions like "What does the poster in the cafeteria say?", "How many people named 'John' work in the IT department?", "How many people work in the accounting department?", etc.

2. Write all questions and their answers on index cards.

3. Ask questions to the whole group and solicit answers out loud.

4. The participant who gets the most answers right wins at the end.

Optional: To make it more competitive, consider dividing participants into teams and adding 'buzzers' for each question.

**Strategy**

Your workplace is the one thing common to all members of the team. The objects and people in your office tie your team together. A game like this is not only fun and easy to run, but also highlights the things common to everyone in the room, improving team bonding.

**Blind draw**

This activity is similar to back-to-back drawing, except that it focuses on teams instead of individuals. The goal is the same: draw an object using only verbal instructions. Teamwork and communication are vital to be good at this game.

**Number of participants:**6-20 people

**Duration:**30-45 minutes

**Objective:** Focus on teamwork and communication skills in a group setting

**How to play**

1. Get a flipchart, markers and a bunch of everyday objects (such as a lampshade, bicycle, etc.). Alternatively, print pictures of objects. This game works best with more unobvious objects (say, a trampoline vs a coin).

2. Divide all participants into teams of 4-6 people.

3. Ask each team to pick one person to be the "artist". Ask the artist to take his place next to the flipchart.

4. Face the team away from the flipchart and give them an object from your pile.

5. The team will then instruct its artist on how to draw the object based on verbal instructions alone. They can describe the object but not state its name. The artist can't see the object at any time, nor can the team see what the artist is drawing. Each team gets 3 minutes for a drawing.

6. The team whose drawing comes closest to the actual object wins.

**Strategy**

To be good at this game, teams have to a) delegate effectively (i.e. pick the right artist), and b) communicate well (within the team as well as between the team and artist). In your evaluation, focus on how teams chose their artists and whether they were able to pick a team leader for relaying instructions (if yes, then how).

**Buckets & Balls**

This game is picked right from your favorite old-school game shows. Teams compete against each other to move balls from one bucket to another...without using their hands or arms.

This limitation and the timed nature of the game creates a lot of opportunities for fun mishaps. Plus, to win, players will have to work together as a team and delegate responsibilities.

**Number of participants**: 8-24 people

**Duration:**20 minutes

**Objective:**Learn teamwork, task management and [leadership](https://www.workamajig.com/blog/the-importance-of-creative-leadership)

**How to play**

1. Set up your field of play. Use masking tape, chalk or cones to create separate "Start" and "Finish" lines about 10-12 feet apart. Place buckets for each team at either end of these start/finish lines. Fill the buckets behind the finish line with tennis balls.

2. Divide players into equally-sized teams. Each team must choose a "handler". Handlers are the only people who can touch the balls with their hands.

3. Ask the teams to take their place behind the start line. Handlers must stay behind the start line at all times. Team members must retrieve balls from the finish line bucket and get them to their team's handler *without*using their hands or arms.

4. The handler can then drop the balls into the team's empty bucket. If anyone apart from the handler touches the ball, he/she is immediately disqualified and must leave the field.

5. Start the game with a 5-minute time limit. All teams play at the same time (which creates additional chaos and makes communication even more important). Team members have to work with each other to somehow pick up balls from one bucket and get them to their handlers.

6. The team that has the most balls at the end of 5 minutes wins.

**Strategy**

The "no hands, no arms" rule makes this simple game much more difficult and emphasizes the need for teamwork. The introduction of handlers also forces teams to delegate authority.

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### ****Guess the Object****

A quick take on dumb charades. One person from the group has to demonstrate an object. The others have to guess what it is. Great for inspiring creativity and getting people to loosen up at the start of an event. Also works great as an interlude between longer activities.

**Number of participants:** Any

**Duration:**10-20 minutes

**Objective:**Inspire creativity

**How to play**

1. Ask one person from the group to volunteer.

2. Show this volunteer a common object (either an actual object or a picture on your phone) such as a lampshade, a computer desk, a kite, etc.

3. The volunteer must now demonstrate the object before the group without speaking. They can use gestures, actions and use their bodies in any way necessary to show what the object is and what it does.

4. The rest of the group has to guess the object out loud - just like dumb charades - within 2-3 minutes.

5. Ask other people to volunteer for the next round and repeat the process.

**Strategy**

As far as team-building activities go, this one is quite simple. It also won't have a lasting impact on the team itself. But it works great as an opener or as a short activity to fill in the gaps. It encourages people to participate, plus it’s easy for everyone regardless of age or enthusiasm. Additionally, it forces people to be creative.