**Sneak a Peek Game**

Time Required: 10 minutes

This problem solving activity requires little more than a couple of sets of children’s building blocks. The instructor will build a small sculpture with some of the building blocks and hide it from the group. The participants should then be divided into small teams of four. Each team should be given enough building material so that they can duplicate the structure you’ve already created. The instructor should then place their sculpture in an area that is an equal distance from all the groups. One member from each team can come up at the same time to look at the sculpture for ten seconds and try to memorize it before returning to their team. After they return to their teams, they have twenty-five seconds to instruct their teams about how to build an exact replica of the instructor’s sculpture. After one minute of trying to recreate the sculpture, another member from each team can come up for a “sneak a peek” before returning to their team and trying to recreate the sculpture. The game should be continued in this pattern until one of the team’s successfully duplicates the original sculpture. This game will teach participants how to problem solve in a group and communicate effectively.

**Zoom**

Time Required: 30 minutes

This problem solving activity requires the wordless, picture book entitled, “Zoom” by Istvan Banyai. This book features 30 sequential pictures that work together to form a narrative. The book should be fairly easy to find, as it’s been published in over 18 countries. The pictures can even be laminated to prolong their usage. Hand out one picture to each participant, making sure a continuous sequence is being used. Explain to the participants that they can only look at their own pictures and must keep their picture hidden from other participants. Time should be given for the participants to study their pictures because each picture will contain important information that will help the participants solve the problem of putting them into order. The ultimate goal is for the group to place the pictures in sequential order without looking at one another’s pictures. The participants can talk to each other and discuss what is featured in their picture. This activity brings coworkers together and gets them communicating with the common goal of solving a problem, but it also allows for leaders to emerge and take control of the task.

**Chaos**

Material Needed: 3-4 soft small objects (stuffed animals, koosh balls, bean bags)

Time Required: 10 minutes

Group Size: 8-20

Purpose: Physical energizer, name game

1. Organize participants into a circle. Go around the circle once and have each participant

introduce him or herself by name.

2. One person begins by tossing one of the objects to someone else, saying, "Hi, Name of

Person!”

3. The person who catches the object then says, "Thanks, Name of tosser!" and repeats by

tossing to someone else in the circle.

4. Names must be said each time the item is tossed or caught.

5. 3-4 items may be in place at once, but make sure to space them 30-60 seconds apart from each

Other.

**Me Too**

This activity works best for small groups or with a large group divided into smaller groups of 4-6

participants.

1. Everyone in the group gets 10 pennies/toothpicks/scrap of papers, etc.

2. The first person states something he/she has done (e.g. water skiing).

3. Everyone else who has done the same thing admits it and puts one penny in the middle of

the table.

4. Then the second person states something (e.g. I have eaten frogs' legs).

5. Everyone who has done it puts another penny in the center.

6. Continue until someone has run out of pennies

**Pipe Cleaners**

This activity allows participants to be creative. At the beginning of the session (or during a break)

place three pipe cleaners at each person's place. Don't tell what they are for unless asked. When

you are ready tell the group they are to create a pipe cleaner sculpture. In other words, they can do

anything they want with them.

At the end of the morning (or day), ask each group of five people to select a winner. Then have

everyone selects an overall winner.

If your culture encourages people to work in teams make sure to give special recognition to any

group that combines their pipe cleaners and uses all of them together to make something "

better."

**Animal Roundup**

Material Needed: None

Time Required: 10 minutes

Group Size: 5-50

Purpose: Physical energizer

1. Tell group members to silently think of their favorite animal.

2. Then tell group members that without talking, they need to arrange themselves from largest

to smallest animals.

3. Group members can only make gestures and the noise of their animal.

4. After they have finished, have group members go around and say the animal they were

supposed to be to see if it was ac

curate.