

Welcome to *Team Challenges 2*

Team Challenges 2 is a compilation of strange and fabulous tasks that will have teams think, create, plan, play, predict, act, sing, dance, race, imagine, design, describe, surprise, explain, entertain, write, solve, construct, invent, draw, model, propose, compose, wrap each other up in newspaper, laugh and learn.

Team Challenges 2 continues the fun begun in *Team Challenges* (2004) and incorporates all the challenges from *Teambuilding Challenges* (2008). That's sixty-five enriching, extending and entertaining challenges for teams – twenty-five of them brand new – that require cooperation, imagination and fast thinking to accomplish. In addition, *Team Challenges 2* features more than two hundred warm-ups and suggestions for ten 'longer' challenges.

The challenges are applicable to a range of subjects and can be used creatively in the classroom. Each challenge indicates the subject areas where it may be particularly relevant.

Who are *Team Challenges* for?

The challenges can be used by a wide variety of teams to enhance creativity, divergent thinking and teamwork. The challenges are best suited to teams of between four and seven members. A team this size is big enough to benefit from the varied talents, strengths and ideas of members but still small enough to ensure that everyone is actively involved. However, *Team Challenges* is incredibly flexible and many can easily be adapted for larger or smaller groups in a wide variety of circumstances.

In an educational setting, the challenges are ideal for enrichment, extension and team-building purposes and for training students for competitions such as Tournament of the Minds, Odyssey of the Mind and Future Problem Solving. The challenges are not restricted to school settings however, they are also suitable for businesses, youth groups, summer camps, senior citizens groups, drama groups and even sporting teams – anywhere where creativity and teamwork are valued.

Why should I use *Team Challenges*?

The challenges are designed to be demanding but fun; to stimulate creativity and high-level thinking skills and provide an opportunity to take risks in a supportive situation. Participating in the challenges will help team members strike out of ordinary, predictable ways of thinking and make creative leaps into fresh and unusual places.

The challenges are also designed to enhance cooperation. As in most real-life situations, solo genius is not sufficient – to be successful, teams will need to listen to everyone's ideas and ensure that everyone's talents are being utilised.

What follows over the next ten pages are some simple and fun activities to get teams bonding (times literally!) and whipping up wonderful arrays of creative and clever ideas in lightning-quick time. Most require nothing in the way of equipment but fertile imaginations and a sense of fun.

Quick thinking warm-ups:

Do these as fast as you can around the team circle, missing no one.

Name:

- compound words
- words with double letters
- words used in science fiction shows
- things that go around something else (e.g. moons, frames)
- sources of light
- things that T.E.A.M. could stand for (e.g. together everyone achieves more)
- things that would seem small to a ladybird
- first names that have another meaning (e.g. Matt, Doug)
- interesting things to put in Christmas crackers
- words associated with ancient Egypt
- things that go bump in the night
- weapons
- things that come in pairs
- people from the Bible
- heroes
- prime numbers to 100
- things found on mountains
- things that are fast/slow
- forms of music
- musical instruments
- foreign words/expressions used in English
- types of medical specialists
- slang terms for money
- things synonymous with Australia
- things you can't do in a rowing boat
- ways to entertain cows while they are being milked
- ways to entertain children during playtimes at school
- things you wouldn't want to find somewhere (e.g. a piranha in a paddling pool)
- new ideas for Guinness Book of Records attempts



Teamwork



Creativity



General
knowledge



Performance
skills

Materials:

paper, pencils, timer

The challenge:

If you needed to send a message you could write a letter, signal with Morse code, drop an email, make a telephone call, even shout down some jingles. You could even string some tin cans together with a piece of string but ... what if you needed to send a message into the future or the past? Now that would be trickier!

Your challenge is to think up two important messages and an ingenious and original way to send one of the messages back through time into the past and one forward through time into the future.

You will have 10 minutes to discuss and decide upon your two messages and how you would send them. A warning will be given after 9 minutes.

At the end of 10 minutes you will have 2 minutes to present your ideas to the judge(s). You may present your ideas in any form that you wish.

You will be scored as follows:

Teamwork during preparation and presentation:..... up to 30

Importance and relevance of messages to the past and future:..... up to 10 points

Ingenious and original ideas for how to send the messages:..... up to 20 points

Interesting presentation:..... up to 10

Here is the challenge again. (Repeat challenge)

Your time starts now.

The stuff of legends Scoresheet

Team	Teamwork 30 points	Originality of choice 20 points	Creative ideas for how facts may be distorted over time 20 points	'Legendary' feel to the story 10 points	Narration and dramatisation 20 points	Total out of 100	Comments
1							
2							
3							
4							
5							



Teamwork



Creativity



General knowledge



Language/
writing skills



Performance skills

Materials:

paper, pens, pencils, timer

The challenge:

Consider what momentous events and changes have occurred in the past century – world wars, flying machines, space travel, genocide, television, computers, the internet, antibiotics, assassinations, global warming, vote for women and cloning – just to name a few. What will the next 100 years bring? Who and what will be making the biggest news stories of the next century and where will it all be happening?

Your challenge is to predict the ten most important news stories of the coming century. That is, one momentous news story for each decade beginning with the date exactly 10 years from now.

You will have 10 minutes to prepare your news stories. A warning will be given after 9 minutes.

At the end of 10 minutes you will have 2 minutes to share your stories. Stories should be very brief – a date, a headline and just a sentence or two of elaboration. Of course, it is likely that in the next 100 years, many new technologies will be used to broadcast the news and your presentation should reflect these changes in imaginative ways.

You will be scored as follows:

Teamwork during preparation and presentation: up to 20

Creativity of the headlines: up to 5 points per headline

Evidence of understanding of world affairs and issues: up to 15

Imaginative ideas for new technologies used to broadcast the news: up to 15

Here is the challenge again. (Repeat challenge)

Your time starts now.