**Teambuilding Games**

## Forming

### Action Names

* Circle Up
* Each member of the group comes up with an action that starts with the same letter as their first name.
* First person announces their name and action. Everyone repeats name and action.
* Second person announces name and action. Everyone repeats second person’s name/action, then first person’s name/action.
* Repeat till all participants have announced their name/action.

### Name Toss/Group Juggle

* Circle Up
* Each person states their name
* First tosser calls name of someone across from them, then tosses the ball.
* Catcher repeats (not back to tosser).
* Repeat till everyone has received the ball.
* Now do it again, faster.
* Now do it again, adding a second ball behind the first.

## Communication

### Tangle Knot (similar to Human Knot)

* Everyone gathers around a coiled rope on the ground.
* Everyone grabs the rope with one hand
* The rope may slide through your hand, but it can’t come off the rope.
* Untangle the rope.

### Minefield

* Choose partners. Another game could be used to facilitate this.
* One partner is blindfolded at one end of field.
* The non-blindfolded partners stand at the opposite end of the field and try to talk their partners through the minefield without running into any of the obstacles.

## Trust

### Wind-in-the-Willows

* Circle Up
* One person in the middle, feet together, arms over chest.
* Everyone else in close spotting position.
* Person in middle falls in any direction, trusting spotters to catch him/her and stand him/her back up.

### Cookie Factory

* Group stands in two lines, facing each other
* Zipper hands (ABABCDCDEFEF…) palms up
* First “cookie” stands at the end of the line, arms across chest, ridged, leans back
* First 4 “workers” pick up the “cookie”
* All workers bounce “cookie” down the line. Once the cookie is completely past a
* worker, that worker runs to the end of the line.
* Once everyone has passed the cookie X times, gently lower cookie to the ground.
* Determine X by the size of your group.
* Next person is cookie.

## Skills

### Pitch the Tent

* Tent in bag is given to each patrol leader.
* A flag is placed 20 feet from each patrol marking the location to pitch their tent.
* On signal, patrol runs to flag and sets up tent.

### Scout Law Relay

* Have each patrol line up at the start line.
* Have a judge for each patrol standing about 30 feet away holding a bucket with all the Numbered papers in it.
* A scout runs to the judge, draws out a paper and says the word of the Scout Law that it corresponds with. For example, he pulls a 4 and says Friendly.
* He returns the paper and runs back to tag the next scout.
Score a point for each correct point.

## Confidence

### Two Finger Lift

* Without speaking
* One person is directed to lay on the ground
* Everyone else is instructed to gather around prone person
* Everyone uses two fingers of one hand
* Everyone slides those fingers under prone person
* Everyone lifts together. Leader guards head.

### Group Jump Rope

* Given long piece of rope, group tries to jump rope simultaneously (easier to start with simple task - one or two people - and work up to larger goal gradually)

##  Fun

### The Hand Game

* Circle Up
* Everyone must either lie on their stomachs with their hands in front of them or sit at table with their hands in front of them. Either way, have your hands ready to slap a flat surface.
* Once everyone places their hands directly on ground in front of them, move your right hand in between the person to your right's hands. This create an alternating hand pattern. So, looking down onto the group the hands would look like this:
	+ (From left to right) My LEFT hand, then the person on my left's RIGHT hand, then the person on my right's LEFT hand, then my RIGHT hand, and so on. Although it is hard to describe, it's a really simple set-up…
* To start, one person calls out the tapping direction, either Left or Right, and starts slaps their hand once on the ground. The hand closest to the first slap, in the named direction, slaps the hand, then the next closest, and so on
* If hand A slaps, hand B can either single slap or double slap. A single slap keeps the slap going in the correct direction, a double slap sends the slap in the opposite direction.

### Speed Rabbit

* Circle Up
* One person in the middle is the caller.
* Caller can point at any one person and call one one of the following things. That person and the person to each side must then do the appropriate actions. If they do not perform the actions in 3 seconds, the person pointed at is now in the center.
* Item Actions
	+ Rabbit - Center person makes rabbit ears with fingers. People on each side move in close and become “thumpers”
	+ Elephant - Center person makes a trunk. People on each side make ears
	+ Palm Tree - Center person makes a tree. People on each side make coconuts

## Teamwork

### Magic Carpet

* The team stands on top of their tarp and is then asked to "flip" the tarp over without anyone touching the ground

### Traffic Jam

* Players can only move forward
* Only one player can move at a time
* Players can ‘jump’ a player from the opposite team provided there is a free space
* Players must end up on the opposite side