

Paper Chain Game

Equipment

- Paper, scissors (2), tape (2)

Setup

- Divide the participants into teams of 3 or 4
- Provide each team with the same set of supplies



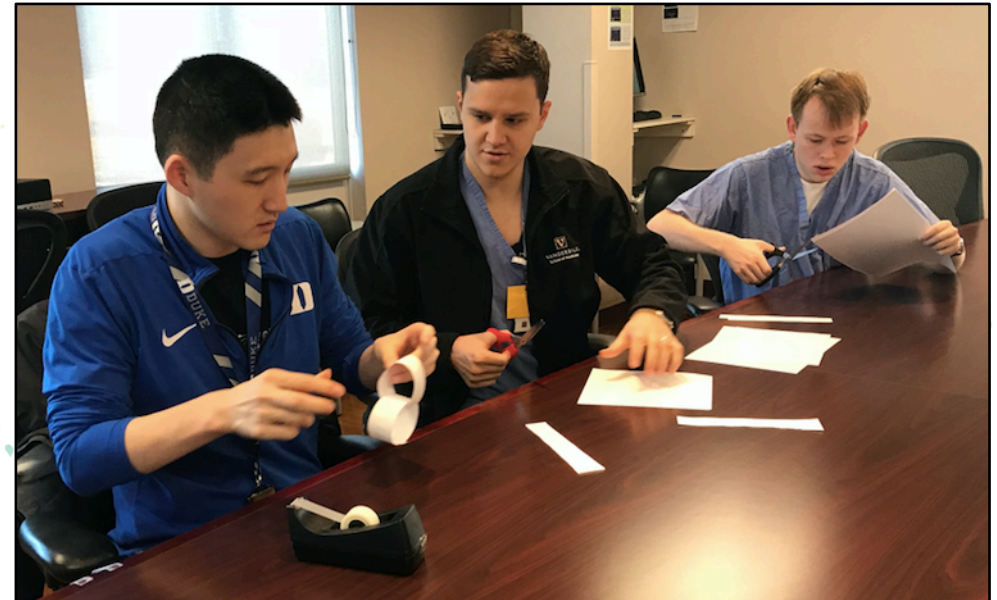
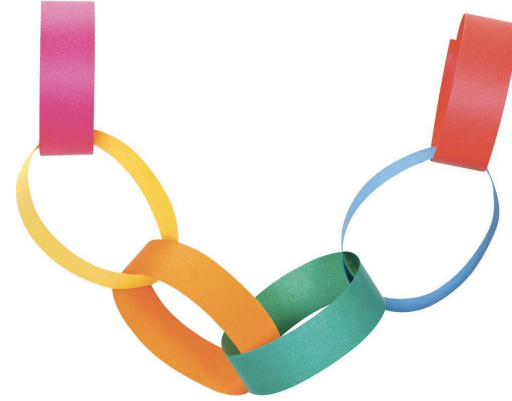
Paper Chain Game

Objective

- Build the longest paper chain

Rules

- 3-minute time limit
- Participants may speak and move around during the game



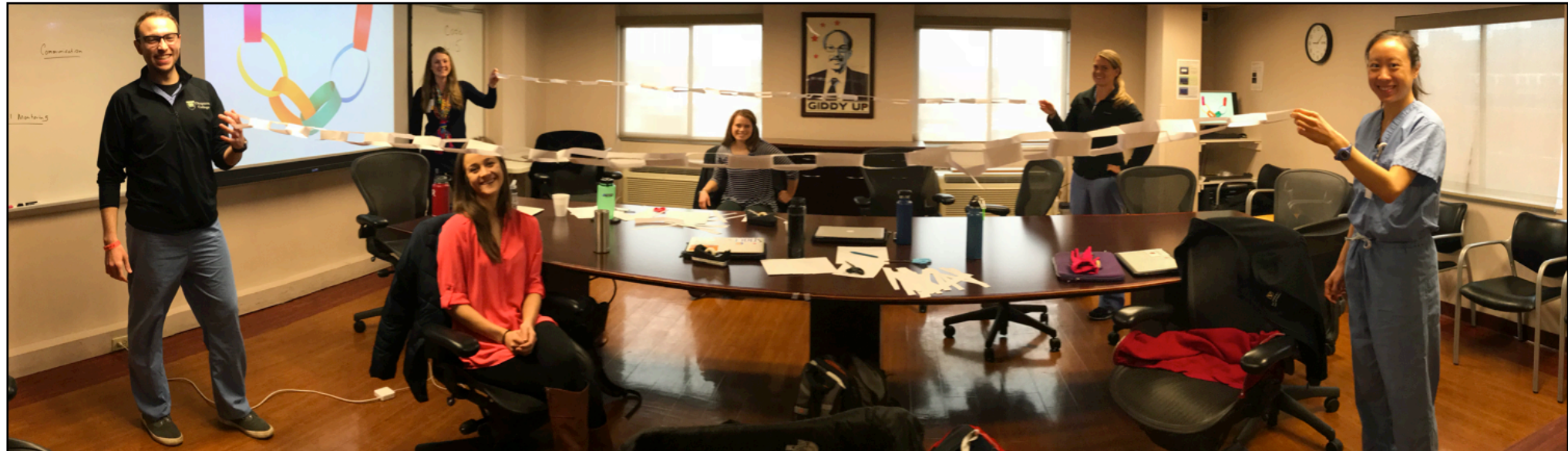
Paper Chain Game – Debriefing

Teams that perform optimally:

- Perform a prebrief
- Distribute the workload
- Monitor their progress
- Reallocate resources appropriately
- Communicate effectively

Teams that perform suboptimally:

- Remain silent throughout the exercise
- Fail to redistribute tasks
- Build sidechains



Perfect Square Game

Equipment

- Long rope with ends tied together
- Blindfolds

Setup

- Divide the participants into teams of at least 5
- Blindfold all participants
- Place a segment of rope in each participant's hands



Perfect Square Game

Objective

- Form a perfect square as quickly as possible

Rules

- Participants must remain blindfolded
- Participants may speak and move around during the game



Perfect Square Game – Debriefing

Teams that perform optimally:

- Perform a prebrief
- Delegate tasks appropriately
- Designate a team leader
- Communicate effectively
- Establish trust and provide support

Teams that perform suboptimally:

- Lack a unifying vision/strategy
- Never let go of the rope



Speed Read Game

Equipment

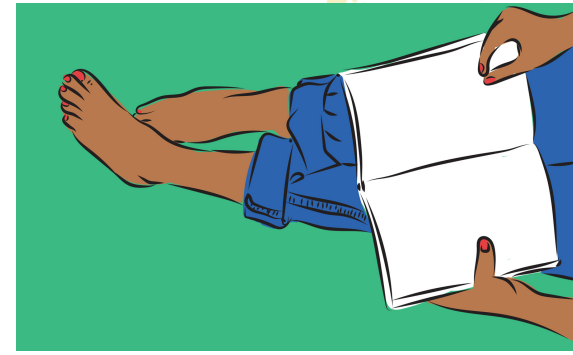
- A paragraph with at least twice as many words as the number of participants

Setup

- Provide each participant with a copy of the paragraph
- Round 1: Participants should stand/sit in a large circle facing outward
- Rounds 2 and 3: Participants should face inward



Speed Read Game



Objective

- Read the paragraph out loud as quickly as possible

Rules

- Each word must be read by only one participant
- Each participant must read at least one word
- Participants may not read two or more words in a row
- Participants must speak one at a time
- Participants may not speak except when reading a word
- Round 2: Participants may not signal each other
- Round 3: Participants may signal each other

Speed Read Game – Debriefing

Round 1

- Deceptively challenging
- Participants have difficulty identifying voices

Early Readers	Late Readers
More confident, assertive	More reserved, hesitant
“Let’s get this over with”	“Let’s wait and see”



Speed Read Game – Debriefing

Round 2

- Eye contact makes a big difference

Round 3

- Strategies contributing to optimal performance:
 - Raising a hand before speaking
 - Raising a hand after reading their first word
 - Going around the circle
 - Alternating between 2 participants
 - Identifying a team leader

