

Animal Teams



Overview:

A simple, effective, team-formation energiser which is great fun to play. Participants find their new team-mates but only by making their animal sounds.

Sequencing:

Any time it is necessary to get participants into new teams and get them to do something quite different from the normal “numbering off”.

Potential:

This game has the potential to:

- get participants into action
- challenge participants’ boundaries
- demonstrate doing whatever it takes
- create a fun environment
- loosen up a stiff audience
- provide random team selection

Participants:

From 12 upwards - no maximum

Timing:

Time to play: 5 minutes
Time to debrief: 1 minute

Ratings:



Energiser



Fun



Teamwork



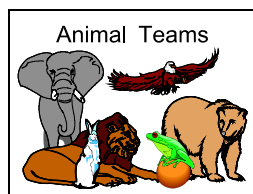
Minutes



Indoors



Outdoors



Comments:

“A superbly funny way to get participants into randomly selected teams. A great way to energise the room”

John Radclyffe, Trainer

Logistics:

Essential:	Optional:
Materials: Animal team sheet, cut into individual slips, one slip per participant.	Music: <i>“Juniors Farm”</i> Wings
Props: Bucket or similar to hold slips	Assistants: Optional assistant to demonstrate game
Set-up: Decide how many teams you want and the number of participants you want in each team. Make up animal slips of your choice. Make enough copies for the number of participants in each team. Select an animal type for each team, then cut out the animal types to be used from the copied sheets. There should now be one animal slip for each participant (for example for 30 participants in 5 teams of 6, copy six animal sheets and cut out six bulls, six ducks, six dogs, six donkeys and six chickens) Fold the slips in quarters with the animal name and logo on the inside and place the slips in a bucket or similar container. Mix the slips well to randomly distribute the animal types.	

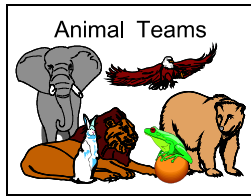
Script:

Introduction:

Hand out the animal slips. This is generally best done as participants enter the room from a break or, if already in the room, by passing round the bucket

Please take one slip of paper from the bucket

Do not show your slip to anyone else or tell them what it contains



Main Activity:

Demonstrate the game, preferably with an assistant, if none available select one of the participants to help

Your task in this game is to find your animal team

When I say "Go!" you must find the other members of your team in the way I am about to demonstrate

Find someone in the room to be your first partner and do the following

Demonstrate by standing back to back with your assistant, or a participant.

Link arms and stand with your legs far enough apart that you can bend forward and look between them at your partner's inverted face

Stand back to back with your partner with your legs a little way apart

Link arms and then bend forward until you are both looking at each other's face through your legs

Simultaneously, both make the sound that the animal on your slip of paper makes

Demonstrate with your demonstration partner by both making an animal sound, such as "Moo!" or "Woof!"

If you both make the sound of the same animal, you have found another team member. Stay with that person and find the rest of your team in the same way

If your partner does not make the sound of the same animal find someone else and try again

Continue until you have found all of your team

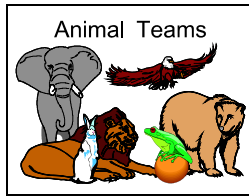
There is no talking from now until the end of the game

Remember, You are totally responsible for your own safety and play at your own risk.

You may only make your animal sounds

Go!

Play until all the teams have formed in the correct numbers



Help any strays or participants in difficulty

We have a few strays here - What are your animal sounds?

Which team owns these strays ?

Please help them to find you by making your team animal sound

Debrief:

Check participant numbers on each team and thank participants for playing

Has everyone found the right team?

Does every team have or members

Well done. Give yourselves a big hand. Everybody back to your seats.

Debrief the game

Debriefing:

(Please note: possible responses are in parentheses)

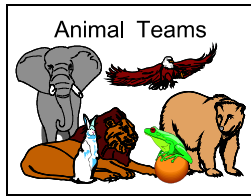
- No formal debrief is necessary, it may be sufficient simply to thank participants for their active involvement
- However, if anyone does not participate fully optionally debrief as follows:
 - *Did that game require you to do something outside of your normal comfort zone?* (Yes - I didn't want to look silly - I couldn't physically look between my legs)
 - *Is playing on a team that is achieving extraordinary results likely to involve you in doing something you don't normally do?* (Yes)
 - *If you only do on your team those things that you have always done what result are you likely to get?* (The same as we have always got)
 - *Great teams achieve extraordinary results by doing what?* (Whatever it takes)
- *Are you prepared to do whatever it takes and achieve extraordinary results or will you settle for what you have always got? It's up to you.*

Source:

WorldGAMES 1995

Trainers Note:

Please feedback new variations, solutions, outcomes and debriefing points for WorldGAMES to update and circulate.



Tips for Facilitators

Possible Solutions:

Most WorldGAMES activities are designed to be open ended in terms of both the allowable solutions and learning outcomes. Be prepared for the unexpected and trust the game to deliver the outcome that participants need. Even games where outcomes are more predictable occasionally surprise us. However, here are some probable solutions:

- Everyone participates as directed (preferred - an indicator of willingness to participate)
- Some participants make their animal noise but do not do the bending
- Participant shows others their paper

Possible Learning Outcomes:

Most WorldGAMES activities can be used, with minor variations, to produce a range of learning outcomes. However, it is critical that you debrief what actually happened, not what you wanted to happen. Here are just some of the possible learning outcomes:

- Level of preparedness to do whatever it takes on the team
- Doing something silly can be fun
- Collective experiences can bond the team together
- Unwillingness to participate at this level is likely to show up in other areas too

Tips for Playing the Game:

With WorldGAMES activities there are rarely right or wrong solutions, just different outcomes. Never tell participants they are wrong. It helps to acknowledge that their beliefs, solutions or outcomes are true for them, then lead them to see other possibilities. Here are some other key tips for playing this game:

- Demonstrate the process with gusto.
- Watch the participant group carefully prior to the exercise. If their manner and dress indicate that a substantial number may not do the full exercise, omit the bending over part.
- After a short while gather any strays together and find them their home.
- Make it fun!