

## Team-building Experiential Exercise

### Bid and Build Bridges

#### Game Objectives

1. Building a team orientation
2. To sensitize the participants about the dynamics of the team
3. To help them appreciate the roles that need to be played in the team

#### Resources Required

Waste cardboard sheets, gunny bags, wooden planks, flat metal plates, newspapers, packing materials, thermacool sheets, etc.

#### Time Required

2 hours including briefing, game, and debriefing after the game.

#### Things to be Arranged Before the Game Begins

1. Arrange for a common room for briefing, and separate locations (syndicate rooms) where teams will sit and plan the team activity.
2. Ensure that members from different teams are not allowed to interact with each other during the game.
3. Arrange the lots of the materials for auction in a separate room; ensure that there are sufficient lots of materials for teams to plan their walk.
4. Choose an outdoor location, and fix the destination for all the teams to reach there.

#### Briefing Before the Game

Divide the class into multiple teams of 10–12 members each.

Announce to the class:

The game will be played in multiple phases. All the teams have to reach a specified destination as fast as possible. The team that reaches there first will be considered the winner. The conditions is this, that the team members will stick together as a team; not creating gaps while walking; the team will construct a bridge with the material bought by them in the auction, and walk only on that material—not touch the ground with any part of their body; the team members will not speak to each other while walking; and team members will only walk forward, and not backwards. In the course of walking, the team will also dismantle the bridge—no material or part of it should be left behind by the team.

Describe the phases of the game to all the team members (common briefing).