



*"Tell me and I forget, show me and I remember, involve me and I understand"*

## Team Building Modules...

► **Mission Possible** has over 25 existing Team Building Modules that we can use, and we can create more if necessary.

Typically we would incorporate these modules into a complete customized program for a client. Some of the modules can be linked together to create a more complex challenge. We offer a mixture of different modules in Soft, Active, Skills and Cooperative types of programs, as you can see below.

Or visit our **NEW DIVISION, Mindoro Adventures** for outdoor trekking and Adventures based Team Building and many other challenging activities.

<http://www.mindoroadventures.com>

### **Battlefield Live**

This is the latest combat game using infra red technology. Played separately from the Mission there are several games that can be played that are just great fun. Pulse pounding combat that feels for real. <http://www.missionspecial-ph.com> *Strategy, communication & cooperation.* \*Recommended\*

### **\* Minefield**

This is an array of plastic glasses of different sizes laid out in a random pattern. Each bottle represents a landmine and must not be touched. Each team member has to pass through blindfolded, guided by the rest of the team. They each have to pick up and carry an object from the maze. *Trust & Communication*

### **\* Uranium, Toxic Waste**

The teams have to carry a bowl of uranium from one location to another without touching the bowl or the uranium. Cords are attached to the bowl and every team member has to participate. *Cooperation & Communication.*

### **\* Machine**

The teams have to build a machine from the parts provided to transport uranium into a safe location. *Cooperation, innovation and communication*

### **Kayak Basketball**

This game has 2 teams in kayaks passing a ball between them and scoring in a ring in the water. Basketball non-contact rules are applied. Teams must pass the ball at least 3 times before they can score. *Developing and adapting strategies, communication and cooperation.* \*Recommended\*

### **Snorkel Treasure Hunt**

This can be done in a pool or the sea. Teams have to find objects under the water and dive to retrieve them. There is a lot of flexibility in how this will operate. *Creating different team roles and cooperating.* \*Recommended\*

<b>Bamboo Forest</b>	This is an array of bamboo poles of different lengths hanging down from a frame. The bamboo has been poisoned and must not be touched. Each team member has to pass through blindfolded guided by the rest of the team. <i>Trust &amp; Communication</i>
<b>Firing Range</b>	There will be 2 M4's from the Battlefield Live armory. Team members will all fire at a target >100M away and each hit will be registered. Firing will be from the standing position, kneeling position and prone position. Results will be by team total score. <i>Skill and sharing results.</i> *Recommended*
<b>Jigsaw Puzzle</b>	This is a game to develop communication and information sharing skills and is a good measure of integrity. Each team member gets part of the puzzle and only they can touch their pieces or place them in the puzzle. <i>Sharing information, communication and a test of integrity.</i> *Recommended*
<b>Deciphering</b>	Each team has to decipher an encrypted message and follow the instructions. The objective of this exercise is to interpret the information, follow the instructions, find the answers and most important, ultimately have to conclude, that all the teams have to cooperate and share information to successfully achieve the final objective. <i>Designed to bring all teams together.</i> *Recommended*
<b>Blind Polygon</b>	Objective: For the blindfolded group to form a perfect square (or triangle, or hexagon) with the rope. Blindfold the group, lay a rope on the ground somewhere in their midst, then tell them that there is something in their midst that they will need to find. After the group finds the rope, tell them to make it into as perfect a square as they can. <i>Communication and trust.</i>
<b>Think &amp; Unlink</b>	The team are all connected together with ropes around their wrists. They have to find a way to unlink themselves. This is a fun game that requires some technique to be established. <i>Cooperation, communication and patience.</i>
<b>Limited Senses</b>	This game will have each team member acting as a leader until all team members have done it. The rest of the team will be blindfolded and guided by the leader. He will be given 2 pcs of bamboo to knock together and that will be the only form of communication allowed. No touching or talking. The team have to work out a communication system that will allow the leader to guide the team through a series of obstacles to their final destination. After each attempt there will be an AAR to improve the methodology and get better results. <i>Trust, communication one way and as a group.</i>
<b>Survival Scenario</b>	The team have just survived the crash of a small plane. Both the pilot and co-pilot were killed in the crash. They have landed on the beach of a deserted island and the nearest inhabited land is 200 miles away. The group of survivors managed to salvage certain items. The team is given a list of items and has to discuss and agree what 5 items they would take and why. They would also list all the items in order of priority if they could take them all. <i>Communication and decision making.</i>

### **Semaphore Signaling**

Each member of the team is given 2 flags. They are separated in a circular pattern. Each team member is given a message which has to be sent by semaphore to the other members. All other team members have to write down the messages and compare them at the end. *Communication and trust*

### **Compass Challenge**

Teams are given a compass and instructed on how to use it. They then have to follow a compass bearing to a point where they need to find the next clue which gives them a new compass bearing. They do this until they achieve their objective. During this exercise they may encounter some surprises in the form of booby traps!! This may also be incorporated into a combined exercise. *Trust & communication.*

### **Island Hopping**

The team have to cross a swamp using 8 small islands and 1 planks of wood. Each island can hold only 2 people at a time. The team has to cooperate in finding a way to achieve that objective. *Communication, decision making & cooperation.*

### **Supply Chain**

The team has to deliver the products to production on time! The marbles represent the product. Each team member has a piece of tubing with holes randomly placed. Each team member has a role to play in processing the "products" from the beginning to final delivery (bucket). You must roll the marbles, without touching them, from the starting point, through all pieces of the tubing, and into the final destination - the bucket, in the fastest time possible, without dropping any. If you drop one, it goes back to the start. *Trust, Communication, sharing responsibility, working as a team.*

### **Team Symbol**

This exercise is designed for larger groups to run throughout the program when the teams have spare time so they are always occupied. The team has to come up with a team symbol that represents the values of the team, where the whole team has to agree. The final symbol will be made up from 3 Chinese symbols from the list given them, that represent their team's values. They will have to draw their symbols on the paper provided. They can then explain their symbol choice at an appropriate opportunity. *Communication, trust, sharing information & creativity.*

### **Team Totem**

This exercise is designed to run throughout the program and be presented at an awards dinner in the evening. The team is given a list of animals and their characteristics. Each team member has to choose an animal that represents who they are and the whole team has to agree. They then have to draw the animal and present the drawings on a pole at the dinner and explain their choices. *Communication, trust, sharing information & creativity. \*Recommended\**

### **Rock and Roll**

This is also designed to run throughout the program to be done when the group has spare time. They have to do a song and dance routine of no more than 3 minutes at the dinner that represents the team. *This is the ultimate team event! \*Recommended\**

### **Ribbon**

Each team has a numbered Ribbon. They have to line up in a row behind the Team Totem in the correct sequence one member holding the ribbon in front. They then have to tie the ribbons together at each end to make one piece long. *Designed to bring all teams together.*  
\*Recommended\*

### **Tire Game**

We'll take two bicycle tires, with different tread patterns, for each team. Organize each team into a circle, with the team members' hands tightly clasped (wrist to wrist works good). The tires are introduced at opposite points of the circle by unclasping hands of two members and hanging the tires on the arms, which should then be joined again by clasping their hands. The object of the game is for the team to pass each tire in a different direction around the circle, involving two crossings of the tires, and then finishing with each tire at its starting position. Hands must not be unclasped, and thumbs cannot be used to support or move the tires. *Cooperation and agility.*

### **Submarine Ball**

This is a game for pool or in the sea. Each team has two balls. They have to line up in a row and pass each ball in opposite directions UNDERWATER along the line and back to the beginning. If any of the ball reaches the surface, then the team starts again. *Cooperation, teamwork*

### **Horse Race**

The horse race is in 8 stages. Each team has to complete a different task for each stage, which they will choose in an envelope, randomly, after the previous task is complete. The object of the game is for the teams to complete all the tasks in the fastest time. The team which finishes first wins the game. This game can be set up for tasks that fit the environment. *Teamwork, communication, creativity and cooperation.*

**NOTE:** Games marked \* are typically joined together to create a multi-task challenge. They can also be run individually.