



"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.



For another style and a different approach to Team Building programs, please visit our Team Building Partner **Teamorg Inc.** <http://www.teamorg.net/> and quote Reference **"MP21"**.

Or visit our **NEW DIVISION, Quest Adventures** for outdoor and Adventures based Team (Confidence) Building and many other challenging activities.

<http://www.questadventuretrips.com>

▶ **Minefield** This is an array of items laid out in a random pattern. Each item represents a landmine and must not be touched. Each team member has to pass through blindfolded, guided by the rest of the team.

▶ **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. This game caters for everybody, if you can carry a gun you can play.

"Pulse pounding combat that feels for real".

<http://www.missionspecial-ph.com> ***Recommended***

▶ **Uranium, Toxic Waste** The teams have to carry a bowl of uranium from one location to a safe location without touching the bowl or the uranium. Cords are attached to the bowl and every team member has to participate.

▶ **Machine** The teams have to build a machine from the parts provided to transport uranium into a safe location.

▶ **Bamboo Forest** 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.

- ▶ Firing Range There will be 2 M4's from the Battlefield Live armoury. 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. ***Recommended***
- ▶ Jigsaw Puzzle This is a game to develop communication and information sharing skills. Each team member gets part of the puzzle and only they can touch their pieces or place them in the puzzle. ***Recommended***
- ▶ Pool/Snorkel Treasure Hunt This is a game where a team has to collect a series of articles from either in a pool or off the beach and match them. Typically the team would use snorkels and masks where available, but it does work without them. There can be different roles within the Team, for example a "spotter" who does not dive, a "diver" and non swimmers can catalog the items collected. ***Recommended***
- ▶ Kayak Basketball This is a fun game played off the beach and is an active team game that requires cooperation and coordination to succeed. The teams have to pass a ball between kayaks and score in a ring in the water. Basketball rules apply. ***Recommended***
- ▶ Deciphering & Final Challenge 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. ***Highly Recommended***
- ▶ Card Partner Hunt This game is more of an ice breaker and fosters the art of asking questions and communication. Each team member picks a card. There are 2 of each card in the selection. Each member has to find the other card by asking questions. No direct questions are allowed and only yes and no answers.
- ▶ Blind Polygon 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.
- ▶ Think & Unlink The team are all connected together with 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.
- ▶ Building Bridges The team are given a collection of bamboo poles and cord. They have to build a bridge over a toxic area of land without touching it (the bamboo can touch it) but they must be at least 8 inches above the ground. Everyone must cross the bridge. None of the bamboo poles are long enough to reach the other side. They have to create a method of transferring the team from one side to the other.

- ▶ Limited Senses The team would nominate a leader for this exercise, the rest of the team would be blindfolded. The leader will be given 2 pcs of bamboo to strike 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.

- ▶ Survival Scenario 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.

- ▶ Helium Stick Deceptively simple but powerful exercise for learning how to work together and communicate in small to medium sized groups. The Helium Stick is a long, thin, light rod. Participants are asked to point their index fingers and hold their arms out. The Helium Stick is placed on all of their fingers. The group to needs to adjust their finger heights until the Helium Stick is horizontal and everyone's index fingers are touching the stick. The challenge is to lower the Helium Stick to the ground. Each person's fingers must be in contact with the Helium Stick **at all times**. Pinching or grabbing the pole in not allowed - it must rest on top of fingers. If anyone's finger is caught not touching the Helium Stick, the task will be restarted.

- ▶ 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.

- ▶ 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!!

- ▶ 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.

- ▶ Island Hopping The team have to cross a swamp using small islands and 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.

- ▶ Team Walk This uses 2 planks of wood and cord. The planks have a series of holes along the length. The team has to find a way for all members to be attached to the planks and cover a distance of 15meters in a coordinated manner. The planks can be controlled from the front and back only, by using long control lines.

- ▶ Team Symbol This exercise is designed 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.

- ▶ 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. ***Recommended***

- ▶ Song & Dance This is also designed to run throughout the program to be done when the group has spare time. They have to plan, prepare and carry out a song and dance routine of no more than 3 minutes at the dinner, that represents the team. ***Recommended***