

TEAM BUILDING ACTIVITY: HOUSE OF CARDS

Description: Each team works together to build a “house of cards” within 15 minutes, using only the resources available in the room and/or provided by the facilitator. A competitive event, each team races against the other teams to be “first” to finish successfully. All team projects are judged by the facilitator (whose ruling is final and cannot be contested). Project criteria include:

- Efficient use of resources
- Esthetic appeal
- Height
- Structural integrity
- Presentation

Supplies (resources), one set per team:

- 32 Index cards
- 1 stack of Post-it notes (square)
- 1 Box Paper clips
- Tape
- Colored markers

Instructions:

- Provide each team with their supplies.
- Each team has 15 minutes to build a house with the resources available within the room.
- Identify criteria for judging successful projects.
- As teams finish, chart their finish times on a flipchart.
- Once all teams have finished, have teams walk around with the judge (facilitator) to view the work of other teams. (No sabotage!!)
- At their own tables, have teams discuss the factors contributing/limiting to their success. Have them chart these factors on a flipchart. Each team must elect a spokesperson to present their findings to the rest of the class.
- Facilitator must award a rating for each project (use a scale of 1-5, with 5 being the highest, for each criterion). Highest possible score: 25

Discussion questions:

- How was team leadership determined – appointed or assumed?
- What unique contributions did each member offer? How did those contributions affect the successful outcome of the project?
- How did the competitive nature of the event affect the quality of the project?