

## Activity Design

Title of Activity: Team Building – Getting to Know You

### 1. Introduction

Team building is a significant starter activity in trainings, workshops, and other events. It is the first opportunity for the participants to get the chance to know each other and interact. In the eco-camp, team building activities are designed to facilitate communication and creativity, break barriers between participants, and motivate them for the next activities in the eco-camp.

### 2. Objectives:

At the end of the activity, the participants will be able to:

- ) Communicate and get to know other participants in the eco-camp;
- ) Integrate themselves in the group and interact with co-participants; and
- ) Build camaraderie among each other.

3. Total activity time: Various, depending on the activity.

4. Mode of delivery: Games or narrative-story telling

5. Participants/Prerequisites: This module is suitable for use of 15 participants and above.

6. Materials and Equipment: Materials per activity are listed below.

7. Sample team building activities and getting-to-know-you activities

A. Human Bingo
) Method/Duration: 25-30 minutes; Game
) Materials Needed: Human Bingo Card or form, and pens
) Procedure
1. Prepare enough human bingo cards for each of the Campers and show it to them. The Human Bingo Card contains list of characteristics, description, and abilities such as youngest in the family, favorite color is red, can sing and dance, etc. (see Figure 1 below for an example).
2. Ask the Campers to interview each other until they find the persons that fit all the categories listed in their human bingo card. The person that fits a specific category should indicate his/her name and sign the space that is allocated in that category. The Camper will continue to interview fellow Campers until he/she fills out all the categories in his/her human bingo card. The first three participants that will accomplish the human bingo card will win the game.

3. Before officially announcing the winners, validate the human bingo cards of the top three (3) participants. Randomly call persons written in their cards who signed into a certain talents or a unique characteristic and ask for a sample, to validate if they really possess those characteristics and also for fun.

Innovation: The number of characteristics that the facilitators can put on the list in the Human Bingo Card depends on the total number of participants. To add more fun, the facilitators can also include popular dance, songs, or celebrities in the list of categories in the human bingo card. Examples of such are: 1.) can sing or dance a famous song at that time and 2.) a popular celebrity look alike.

Source: Unknown

#### B. Two Truths and a Lie

) Method/Duration: 30minutes; storytelling

) Materials Needed: None

) Procedure

Ask the participants to prepare three (3) statements describing unique characteristics, information, talents among themselves, where two (2) are true and the other one is a lie. The participants will then tell these statements to the whole group. The facilitator will call for volunteers who would want to guess which of the statements is a lie. At the end of guesses, the truths and lie will be revealed by each of the participants.

Variation: If the group is more than 15, it can be subdivided into smaller groups so that the activity does not consume too much training time.

Source: Unknown

#### C. Introduce yourself with an adjective

) Method/Duration: 15 minutes; narrative

) Materials Needed: None

) Procedure

1. The participants will be asked to think of an adjective that describes them. The twist is, the first letter of the adjective must be the same as the first letter of the participant's name.
2. Let each participant introduce himself or herself with the following template:  
 "Hi! I am      (name)     , and I'm from      (school)      and I am      (adjective)     "

Examples:

1. Hi! I am Anna, from Mabitac National High School, and I am adorable.
2. Hi! I am Clyde, from Tingloy National High School, and I am courageous.

Source: Unknown

D. Your Favorite Things	
)	Method/Duration: 30-45 minutes; narrative
)	Materials Needed: None
)	Procedure
<p>The trainer divides the group into pairs and ask participants to tell each other their favorite food or name the animal they feel best describes them and why. This information is shared with the group when participants introduce their partners.</p>	
Source: ReproLine Plus, 2015	

E. Zip Zap Zoom	
)	Method/Duration: 20-30 minutes; Game
)	Materials Needed: None
)	Procedure
<ol style="list-style-type: none"> <li>1. Let the participants form a circle. Tell them to interview the person on their left and right about some information about them such as their name, favorite food, special talent etc.</li> <li>2. Play as the "center." The center will repeatedly shout "zip zap" as fast as he or she can, pointing each person inside the circle. If the "center" stopped and pointed at a participant with a "zip" that participant will recite the information he or she gathered to the person on his or her right, otherwise on his or her left when it is a "zap."</li> <li>3. The "center" may opt to stop with a "zoom." In this case, all the participants will reshuffle in the circle making sure that the persons on his or her two sides are different from the former ones. The participants will have to gather information again.</li> <li>4. The participant who cannot properly recite or forget the information gathered in 3 seconds, he or she will be the new "center." If he or she becomes the "center" twice, he or she will receive a punishment other participants will request him or her to do.</li> </ol>	
Source: Unknown	

F. Humanay Ayon Sa...	
)	Method/Duration: 20-30 minutes; Game
)	Materials Needed: None
)	Procedure
<ol style="list-style-type: none"> <li>1. Divide the participants into groups. Ask them to fall in line in ascending order based on the category. Categories may vary into age, height, birthdays, etc. For difficult level, the facilitator can demand the group to fall in line in descending order. Moreover, the facilitator can also think of creative categories such as shoe</li> </ol>	

size, number of crushes, or average hours of sleep, to add more fun.
<ol style="list-style-type: none"> <li>2. Shout the phrase "Humanay ayon sa..." plus the chosen category as the go signal for the group to start each game. For example, say "humanay ayon sa... age" (fall in line according to age), the participants will ask each other how old they are, and will line according to youngest to the oldest.</li> <li>3. Instruct also the groups to sit down and shout "finish" after rearranging their positions. Check if the order according to the category is really ascending or descending by interviewing each member of the group. The first group to finish in a round and with correct order will get the point. Moreover, the first group who will win three (3) rounds will be announced as the grand winner for this activity.</li> </ol>
Source: Unknown

Human Bingo Card	
1. Youngest in the family	6. Magaling sumayaw ng Nae Nae
2. May alagang aso	7. Middle initial is "A"
3. Mahilig mag-selfie	8. Fan ng AlDub
4. May nunal sa paa o kamay	9. Can sing ala One Direction
5. Marunong mag-Dubsmash	10. Ang favorite color ay fuchsia

Figure 1. Human Bingo Card Sample