1. Game of Possibilities

**Time:**5-6 minutes
**Number of Participants:**One or multiple small groups
**Tools Needed:**Any random objects
**Rules:** This is a great 5-minute team building game. Give an object to one person in each group. One at a time, someone has to go up in front of the group and demonstrate a use for that object. The rest of the team must guess what the player is demonstrating. The demonstrator cannot speak, and demonstrations must be original, possibly wacky, ideas.

**Objective:** This team building exercise inspires creativity and individual innovation.

### 10. Truth and Lies

**Time:** 10 - 15 minutes
**Number of Participants:**Five or more people
**Tools Needed:** None
**Rules:** Sit everyone in a circle facing each other. Have each person come up with three facts about themselves and one lie. The lie should be realistic instead of extravagant. Go around the circle and have each person state the three facts and a lie in a random order, without revealing which is the lie. After someone shares, the others must guess which is the lie.

**Objective:** This is a great ice breaker game, especially for new teams. Helps eliminate snap judgements of colleagues, and gives introverts an equal chance to share some facts about themselves.

### 11. Blind Drawing

**Time:**10 - 15 minutes
**Number of Participants:**Two or more people
**Tools Needed:**A picture, pen, and paper
**Rules:**Divide everyone into groups of two. Have the two individuals sitting back-to-back. Give one person the pen and paper and the other person the picture. The person with the picture describes the picture to their teammate without actually saying what it is. For example, if the image is a worm in an apple, do not say, "Draw an apple with a worm in it." The person with the pen and paper draws what they think the picture depicts, based on the verbal description. Set a time limit for 10 - 15 minutes.

**Objective:**This is an activity that focuses on interpretation and communication. Once the drawing is finished, it's always interesting to see how the drawer interprets their partner's description.

### 12. This is Better Than That

**Time:** 15 - 20 minutes
**Number of Participants:**Any
**Tools Needed:**Four or more objects
**Rules:** Pick four or more objects that are different (or the same objects that look different). Split all your participants into even teams. Describe a scenario where each team has to solve a problem using only those objects. This can be anything from "You're stranded on a desert island" to "You're saving the world from Godzilla!" Have each team rank the objects based on their usefulness in that specific scenario, along with their reasoning.

**Objective:**This exercise inspires team creativity in problem solving. The idea is to not make the scenarios too easy so it becomes obvious which objects are most useful.

**//8. Salt and Pepper**

**For:** Communication Skills

**What You'll Need:** Tape, a pen, a small piece of paper for each employee and a list of well-known pairs (think peanut butter and jelly, Mario and Luigi, or salt and pepper).

**Instructions:**Write one half of each pair on the sheets of paper (Mario on one piece, Luigi on another, and so on). Tape one paper to each person's back, then have everyone mingle and try to figure out the word on their back. The rule: they can only ask each other yes or no questions. Once they figure out their word, they need to find the other half of their pair. When they find each other, have them sit down and find three things they have in common while the rest of the team continues.

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**15. Minefield**

**For:**Creative Problem Solving & Collaboration Exercise

**What You'll Need:**An empty room or hallway, and a collection of common office items

**Instructions:**Use boxes, office chairs, water bottles, etc. to create an obstacle course of "mines" within your empty space. Divide the group into pairs, where one partner is blindfolded. The other must guide that person from one end of the course to another without setting off any mines. The person guiding their partner cannot enter the course and must only use verbal instructions to get their partner through. Depending on the number of people you have and how difficult you want this activity to be, you can vary the number of pairs trying to complete the course at the same time so that pairs have to work harder to listen to each other and communicate clearly.