



No Cost, No Fuss:
Effective *Team*
Activities for Students!



Welcome

As educators, you know the importance of fostering collaboration, encouraging communication, and building a sense of community among your students. This e-book is your resource for achieving just that—without any cost or hassle. Inside, you'll find six engaging activities that are easy to implement, require no special materials, and are designed to help your students work together, develop social skills, and have fun in the process.





Why focus on **team activities** in the classroom?

It's simple.

When students learn to collaborate, they develop critical thinking, problem-solving skills, and a stronger connection to their peers. These activities provide a framework for students to engage with one another in meaningful ways, creating a positive and inclusive classroom environment.

Ready to bring these activities to your students? Dive in and discover how these simple, no-fuss activities can make a big difference in your classroom dynamics!

01

Fastest Finger Tournament



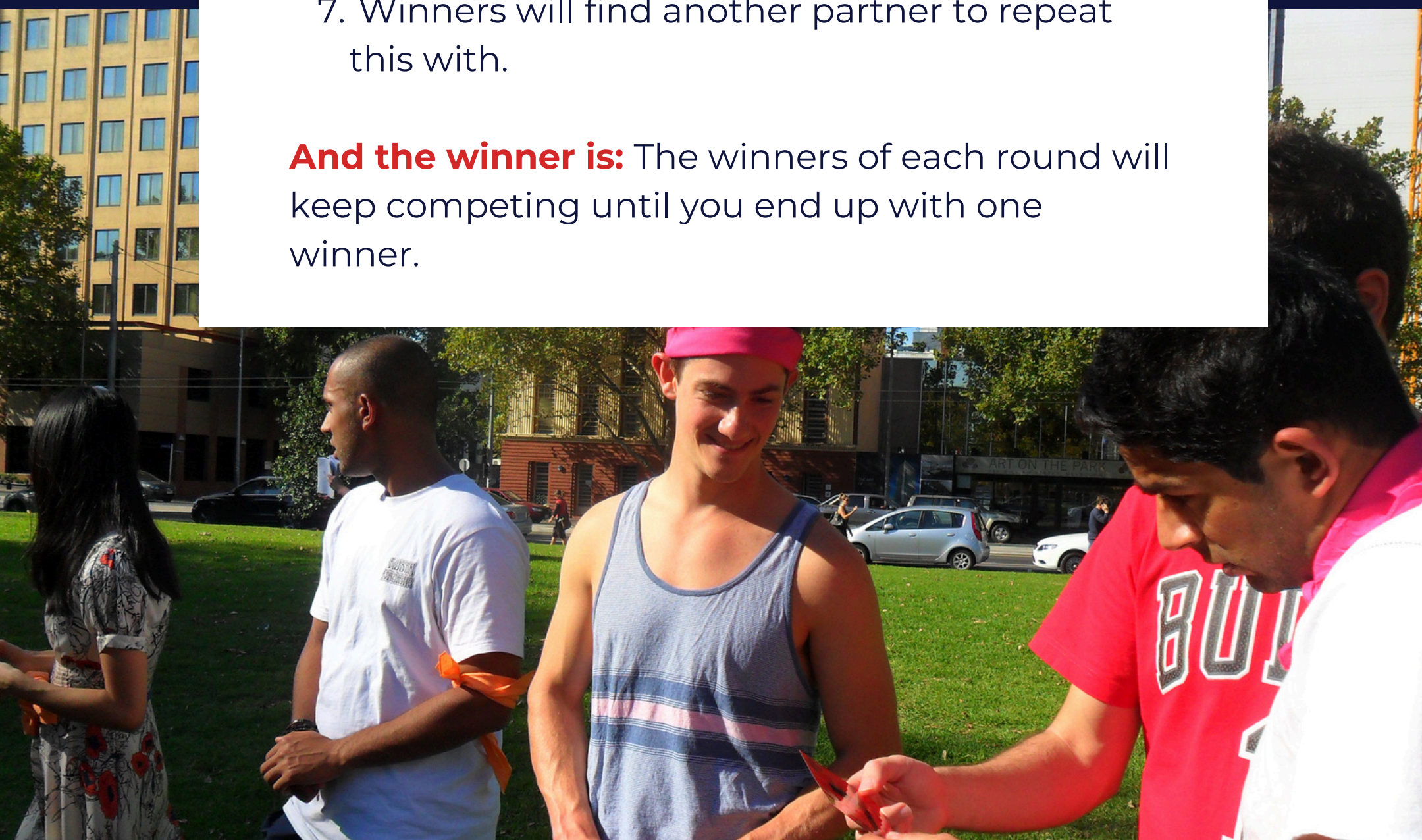
Objective

To grab your opponent's index finger and save your own.

How it Works

1. Ask students to gather together and find a partner.
2. Ask each individual to place their left hand out flat with their palm facing upwards and their right index finger pointed down towards their opponent's flat palm.
3. Make sure finger and palm are touching.
4. Instruct the audience that on the count of three they need to grab their opponents index finger using their left hand and remove their right index finger without being grabbed.
5. The person who can grab their partners index finger first is the winner.
6. All the people who lost that round will sit down and the winners will stay standing.
7. Winners will find another partner to repeat this with.

And the winner is: The winners of each round will keep competing until you end up with one winner.



02

Have You Ever

Objective

For individuals to share a unique experience or achievement that they believe no one else in the group has done before.

How it Works

1. Ask team members to gather together, they can choose to complete this task individually or in small teams.
2. Team members will be asked to choose 1-3 Have You Ever answers.
3. Everyone will take it in turns sharing their answer with the group.
4. The chosen event cannot be too specific. The facilitator will “round it down” if it is too specific. E.g – Billy broke his leg hiking in the blue mountains on February 15th 2022. The facilitator will round it down to “has anyone broken their leg before.”
5. Others must speak up if they have done what an opposing team member has said.
6. If another person HAS done it, that team or individual won't get any points for round 1
7. Each team will have 1 attempt per round.
8. There will be 3 – 5 rounds to earn points.
9. Teams may choose different people from their team, or the same person may go more than once.

Scoring: Each unique answer that no one else in the group has experienced will earn 5 points.

And the winner is: The team or individual with the most points and unique experiences that no one else in the group has shared.





School Scrabble

03

Objective

Formulate the highest-scoring legitimate word related to a theme of your choosing by using the first letter of any sign around your school campus that you can photograph within a set time frame.

Points System

All vowels and the letter S = 1 point
Letters Q, Z, and X = 5 points
Every other letter = 2 points

How it Works

1. The word must be in the English dictionary and related to your theme. It cannot include names or slang.
2. Students cannot use the same photographed letter more than once. For example, if a team presents the word "BALL," they must photograph two separate L's.
3. The sign photographed must be in the school. Teams can't use cars, people's property, or logos.
4. The sign must strictly be the first letter, e.g., a STOP sign represents the letter S
5. Teams must photograph the entire sign
6. Teams may split up or stay together; it is up to them to decide how they complete the task.
7. Teams have a limited amount of time to complete this task. Teams will be disqualified for arriving late.

And the winner is: The team that formulates the highest scoring themed word, abiding by the rules and within the time frame will be the winner.

04

Fifteen Puzzle



Objective

To use the numbers 1 - 9 to form a grid that has all angles adding to 15.

How it Works

1. Teams are given 9 cards numbered 1 - 9.
2. Their grid has to include all of the numbers (1 – 9).
3. All angles must add up to 15 (ie across, down and diagonal).
4. Teams can only use each number once.

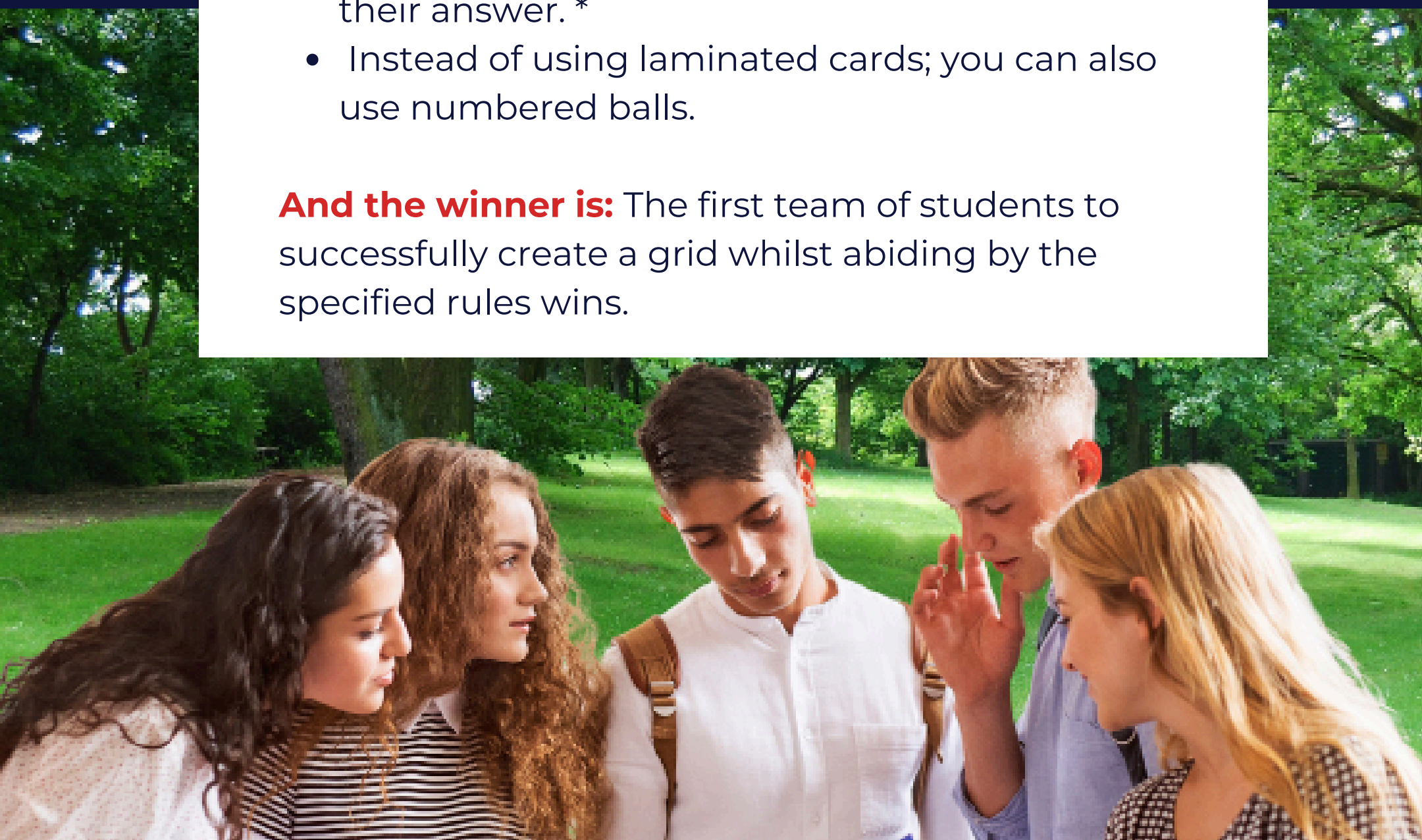
Equipment:

- 9 cards labelled 1 – 9.
- Fifteen instruction sheet x 1 per team. *
- Fifteen answer x 1 per facilitator.

Variations:

- Instead of providing cards; teams can be given an instruction sheet with a solution box to fill out their answer. *
- Instead of using laminated cards; you can also use numbered balls.

And the winner is: The first team of students to successfully create a grid whilst abiding by the specified rules wins.





Solution

- This may not be the only solution so if theirs is different just do some quick math's to see if it is correct.
- The number five must always go in the middle (Good clue to give teams if they are struggling).
- Numbers 2,4,6,8 must go in the corners.

4

9

2

3

5

7

8

1

6



Mr Squiggle

05

Objective

Breakout your creative flair and expert communication skills to perfectly re-create the chosen image.

Equipment

1 x Whiteboard
1 x Whiteboard Marker
1 x Eraser
1 x Printed image cut into pieces

How it Works

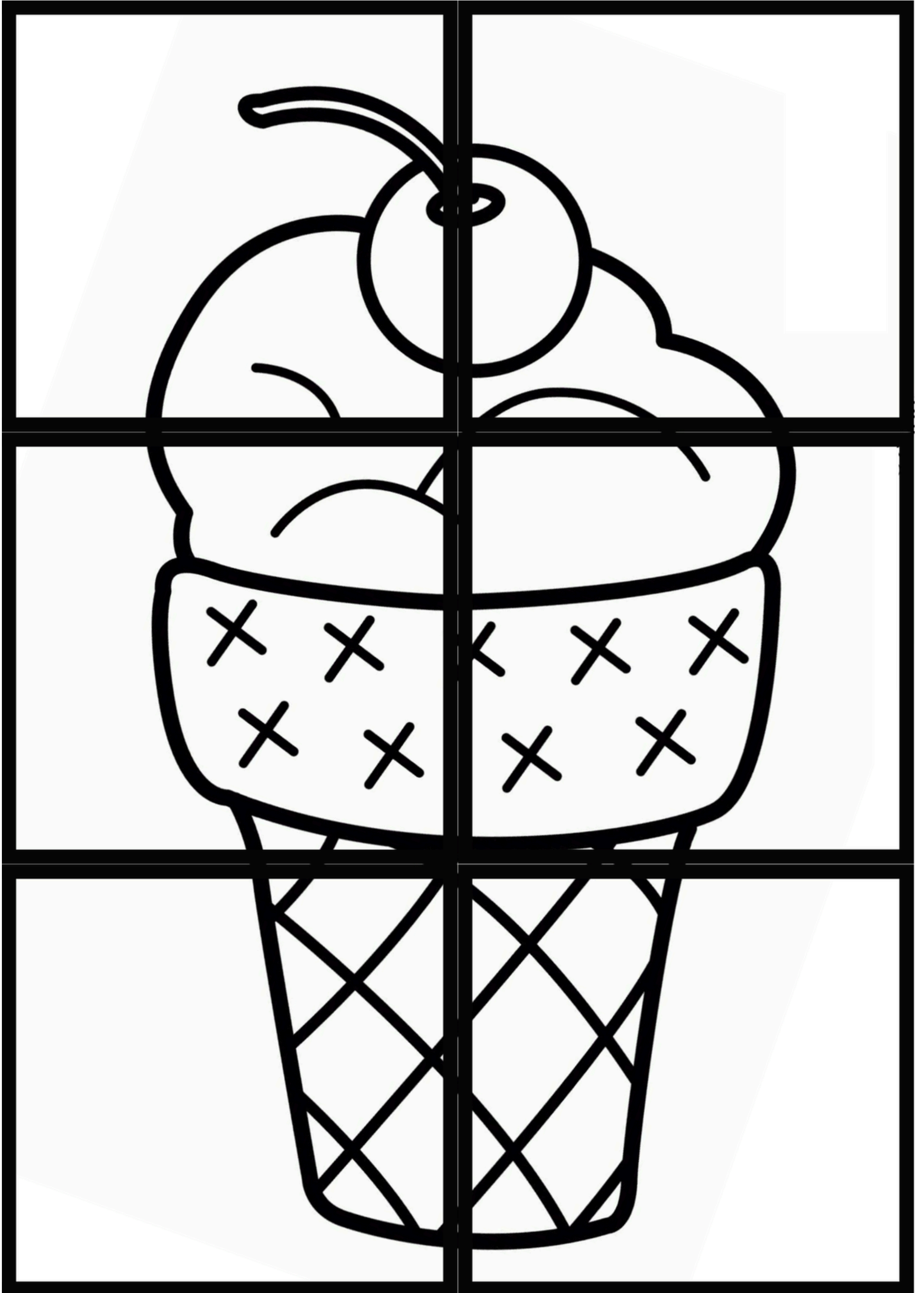
1. Within your team nominate one student to be the drawer.
2. Give the drawer a whiteboard and whiteboard marker and ask them to sit away from the rest of the team.
3. Give each of the other team members (the describers) one piece of the picture that is to be drawn (see next page).
4. One describer at a time, the team needs to instruct the drawer to draw what the describer can see in their piece of the picture.
5. This is repeated until each describer has had their turn. If there are more pieces than describers, each describer will describe multiple pieces.
6. After each of the pieces has been described to the drawer, the drawer will reveal their work of art.

Rules:

- You can only describe what you can see. You CAN NOT put all the pieces of the picture together and tell the drawer what the completed image is.
- Have a larger team? No problem! Double up team members per picture piece and let them take turns describing.

And the winner is: The team that has the most accurate imitation of the original image.

EXAMPLE IMAGE



06

Shapes Puzzle

Objective

To create a 4 x 4 grid using the coloured shapes you have been given, and abiding by the rules specified.

Equipment:

- Set of 16 shapes cards x 1 per team. *
- Shapes instruction sheet x 1 per team. *
- Shapes brief and answer x 1 per facilitator. *

How it Works

1. Teams are given 16 laminated cards made up of:

- 4 x squares in red, yellow, blue and white.
- 4 x stars in red, yellow, blue and white.
- 4 x triangles in red, yellow, blue and white.
- 4 x circles in red, yellow, blue and white.

2. Using the rules on the instruction page, teams cannot have more than one of the same shape or colour in each row or column.

3. Using the rules on the instruction page, teams can have the same shape and colour along the diagonals

Outcomes: This activity targets communication, problem solving and strategic thinking.

And the winner is: The first team to successfully create a 4 x 4 grid whilst abiding by the specified rules wins.





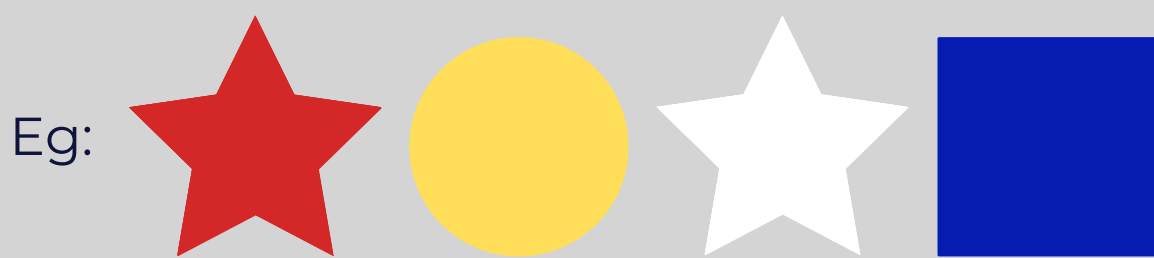
Shapes Puzzle

Rules

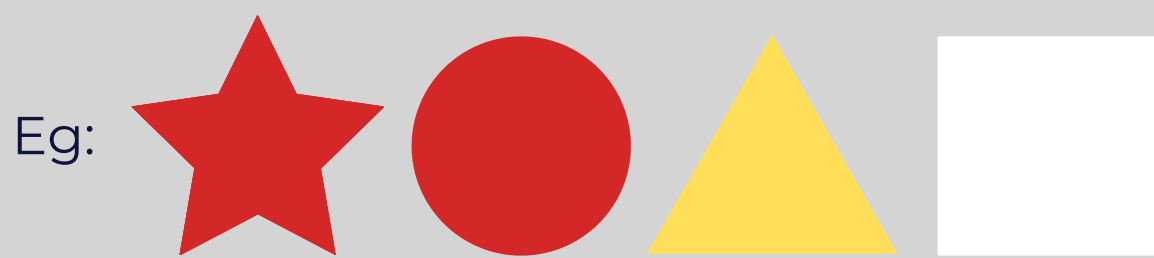
Your group's task at this activity is to solve the following puzzle using the coloured shapes below.

- You must create a 4 x 4 grid using the coloured shapes you have been given.

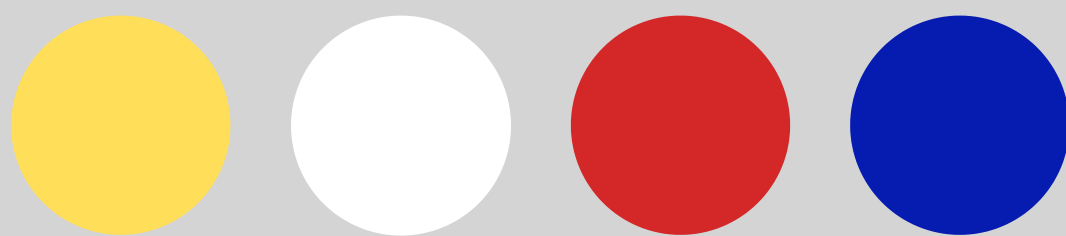
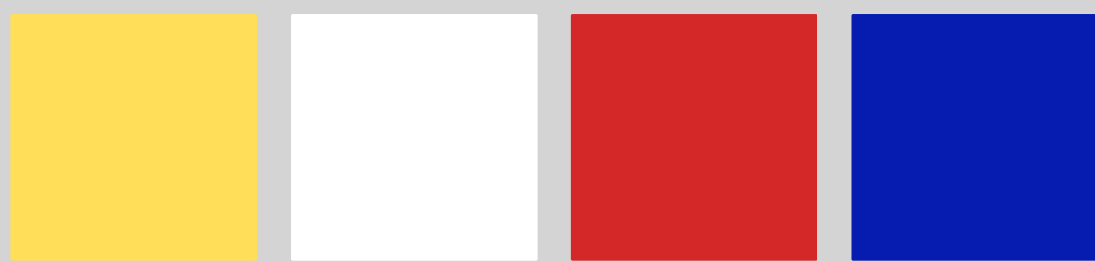
You **cannot** have more than one of the same shape in each row or column

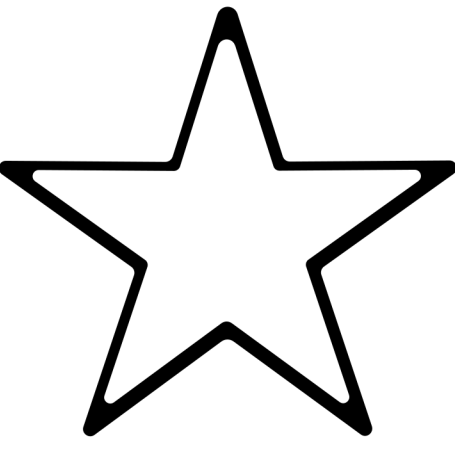
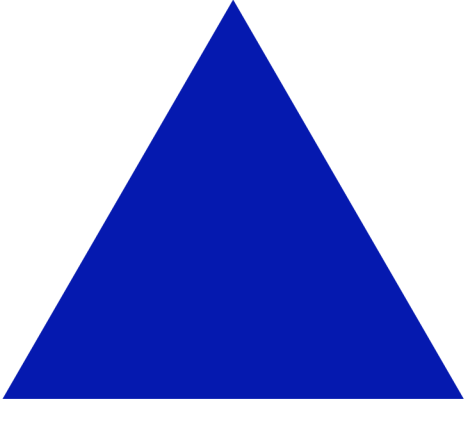
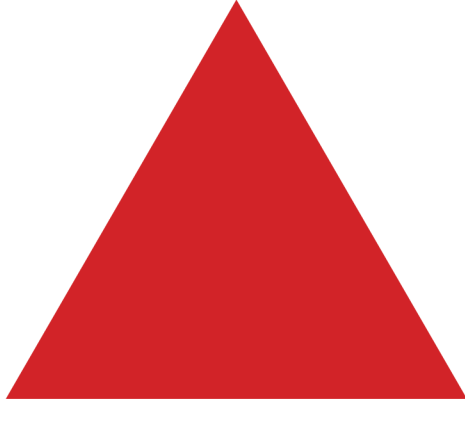
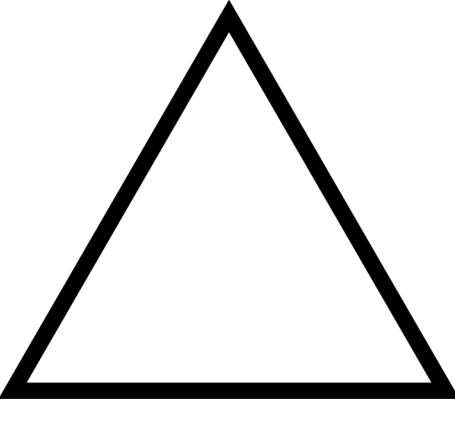
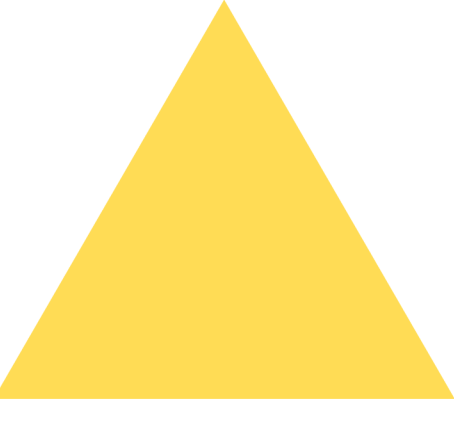
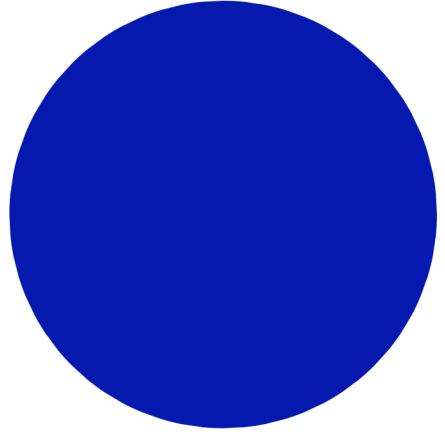
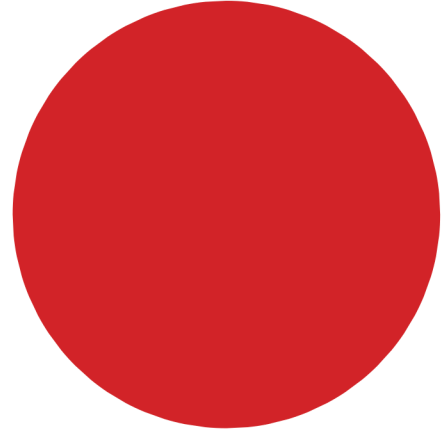
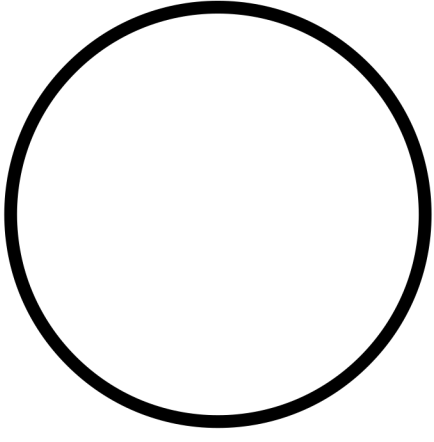
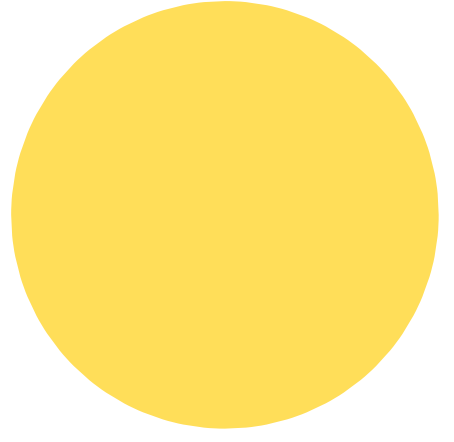
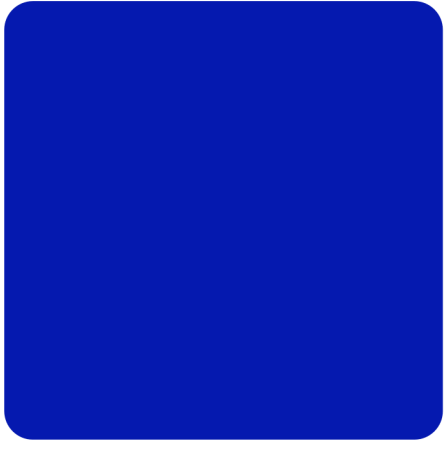
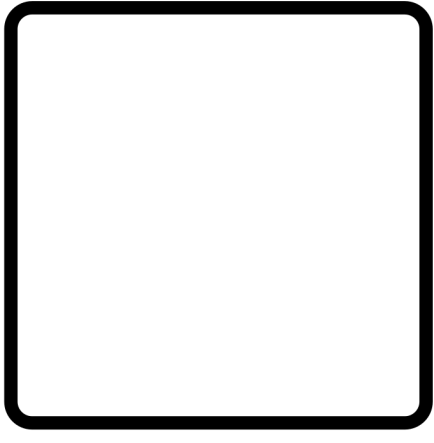
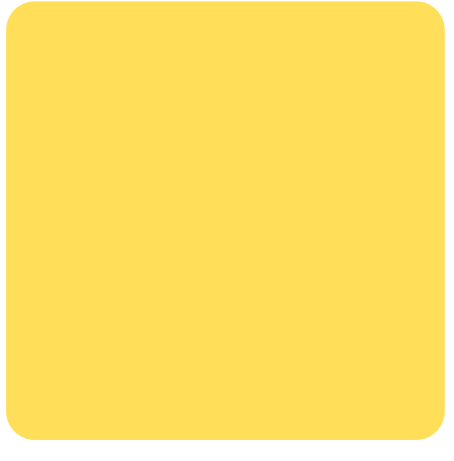


You **cannot** have more than one of the same colour in each row or column.



You **can** have the same shape and colour along the diagonals.


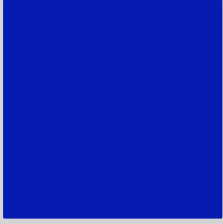
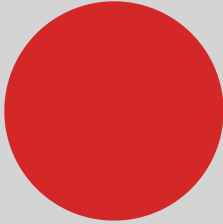


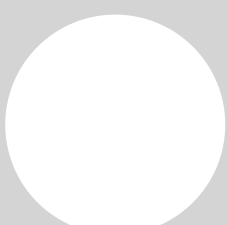

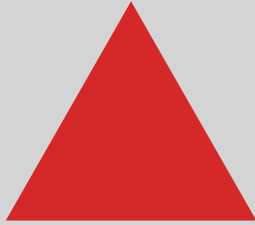


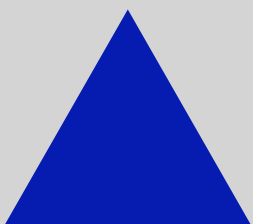
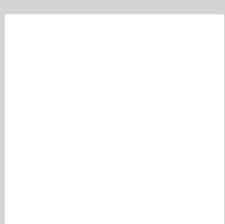
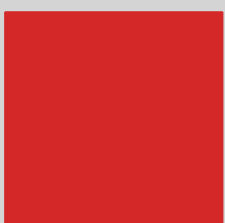


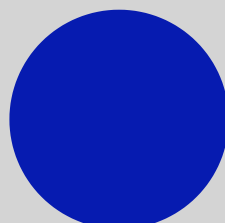






Solution

- The key is to start with a different colour and shape in each corner and then work from there.
- You can also adopt the diagonal approach where you have the same shape or colour going along the diagonals. (I.e. Have the all circles from top left to bottom right, then all stars from top right to bottom left, then fill in the blanks from there)
- Answers may vary.

Thank you

We hope these activities have inspired you to bring a sense of teamwork and excitement into your classroom and help your students build stronger connections with one another.

By embracing these fun and collaborative activities, you've encouraged teamwork and camaraderie among your students. Remember, the benefits of these activities go beyond the classroom; they can lead to improved communication, enhanced problem-solving skills, and a more positive and inclusive learning environment overall.



SCHOOL TEAM BUILDING

ARE YOU READY TO CHALLENGE YOURSELF OUTSIDE THE
CLASSROOM?



Break out of the classroom for a hands-on learning experience like no other! Immerse yourself in a fun, engaging and purpose-driven team building program for students or staff in your primary or secondary school. If you want shake it up, add some excitement and try something different for your next professional development day, leadership camp or incursion, then step this way.

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GET IN TOUCH WITH US.

CREATING POSITIVE TEAM CULTURES.



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