

TEAMWORK PUZZLE:

Set Up: Determine number of people at each table. Select that number of puzzles from the pattern. Cut out each puzzle. Switch 1-2 pieces between puzzles. Give each person their pieces and the 2 ½ inch square (easiest to clip each puzzle together and then put all table puzzles into an envelope).

Script: Time for Teamwork!

While we are handing out an envelope that contains puzzle pieces, and a 2 ½" square pattern with the rules sheet; please move around to make (# of people) at each table.

You will be working together at each tables. The goal of this game is - without speaking - to complete the puzzle in front of you. Everyone completes one puzzle. However, you'll need to work together to ensure that everyone is able to complete their 2 ½" square. The entire table should successfully complete all puzzles.

Here are the rules:

- No talking.
- Do not point at or ask for a specific piece.
- Physically work only on the puzzle in front of you.
- Offer only one piece at a time to another team member.
- Do not take a piece from someone else unless it is first offered to you.
- A piece changes hands only if offered to and accepted by the receiver.

And, when everyone is finished creating their square, as a group jot down the answers to the questions that are on your paper: What behaviors did it take to win? What behaviors got in the way?

Ok...ready – open the envelopes, hand a puzzle to everyone at the table and begin!

Ok...time's up! Raise your hand if everyone at your table was able to complete a 2 ½" square puzzle. Congratulations! Great job!

Whether you finished or not, I'm assuming you all learned something about teamwork.

Tell me – what behaviors did it take to win? (they should offer some of these)

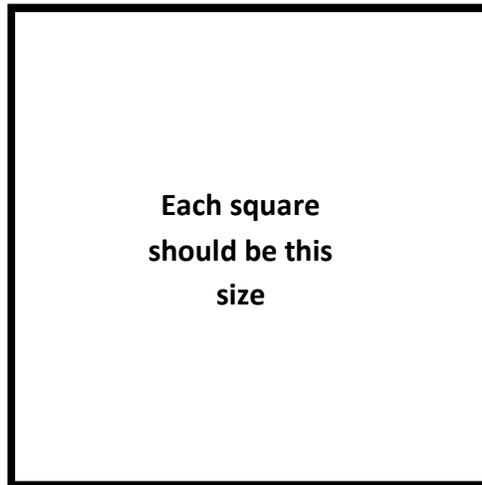
- Immediate teamwork
- give support quickly
- the activity takes 100% participation
- you have to be giving (some puzzles can be successfully completed but are using parts that actually belong to another puzzle)
- pay attention – be awareness of the needs of others
- creativity in thinking what might work is valuable
- flexibility to change what you've done or your ideas
- and allow others to try something new.

Now, without pointing fingers or looking at her...what behaviors got in the way? (they should offer some of these)

- Unable to verbally communicate
- Selfishness

Close: When successfully completing a project, everyone works together and everyone helps each other so everyone is successful. SHINE: personal success, reflecting success on others, and completing a great project.

Broken Squares



Rules...

1. No talking.
2. Do not point at or ask for a specific piece.
3. Work only on the pieces in front of you.
4. Do not take a piece from someone else unless it is first offered to you.
5. Offer only one piece at a time to another team member.
6. A piece changes hands only if offered to and accepted by the receiver.

When everyone is finished creating their square, as a group answer these questions...

What behaviors did it take to win?

What behaviors got in the way?

Puzzle pieces

