

Team Challenges

This is a collection of team challenges intended as ice-breakers or to help a team bond. They work quite well as bases and

Ordering

Equipment

You need two Sleepers, arranged in an L shape

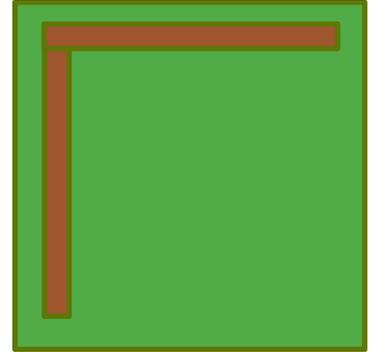
Instructions

Tell the team to stand on the sleepers

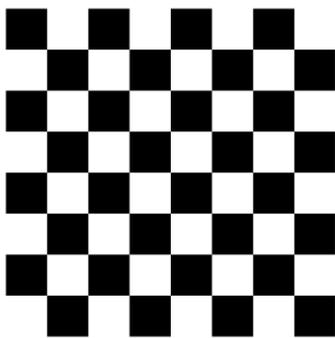
Without speaking, or touching the ground, ask the team to order themselves by

- Birthday (day of year)
- Name
- Animal (provided by leader) – team can make noises
- Age
- Blindfold each person and get them to arrange themselves in height order.

Extension: if someone falls off get them to run round the field



Minefield!



Equipment

You need

1. A super-size chessboard. Could be carpet tiles, done with sisal, drawn in the mud with a stick etc.
2. A prepared map (or two), showing where the entrance, exit and bombs are located.
3. Any number of people

Instructions

Line the team up in a line near the entrance

Tell the team which is the start square.

The team must get all their team to the exit (note they don't know where the exit is)

They can move to adjacent squares (any direction including diagonal)

After each step the Leader says 'Safe', 'Boom', or 'Hurrah'

- Say Hurrah if the person is on is the exit.
- Say Boom If the person is on is a mine. They exit and go to the back of the line
- Say Safe if the tile is ok. They can take another step.
- (optional) only the LAST person in the line can give instructions



Towers of Hanoi

Equipment

Five tyres, of different sizes, numbered from 1 (small) to 5 (biggest)

Three posts

Instructions

Start: All tyres piled up around a post to resemble a pyramid.

Get the team to move the tyres to either

- Any other post
- A specific post

Tyres must only be placed on the ground or a larger tyre.

Only one tyre may be moved at a time.

For younger teams one of the tyres can be removed

Tyre Race

Divide the people into two teams

Equipment

Two sets of tyres, <number in a team> - 1 in each set, all the same size

Four posts, two at each end of a 8m course



Instructions

Start position is all the tyres at one end, split between the two posts

Line each team behind a post

They have to get across the 'radioactive mud' without stepping in it.

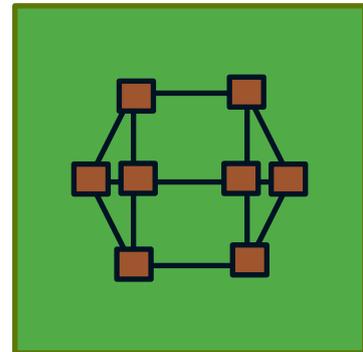
If anyone touches the mud, everyone must start again.

Tyres must touch each other.

Tyres must be safely put on the post at the other end.

Basically team mates must squeeze together and balance on tyres to succeed.

Once they have got the hang of it, remove a tyre from each team and get them to do it again.



ABCD Puzzle

Equipment

Something to mark out the pattern to the right.

Create tiles / plates / pieces of card that can be moved around, each with a letter on. The 8 tiles should have the letters A, - H.

Instructions

Arrange the letters into their starting positions so the letters round the edge (starting at the left) abehgd with the middle two being c and f.

Challenge is to rearrange the letters (by swapping pairs) so that no two consecutive letters are connected by a line. It is possible with only two swaps.

Bomb!

Equipment

Post in the ground at the centre of a 3m square

Shorter section (1/3 height) of the same post balanced on top

Two ropes provided.

Instructions

Challenge is to move the thing from the radioactive square without going inside the square.

No part of anyone's body should go in or over the square. In other words, no leaning in.

Optional rule, if it falls into the radioactive square, everyone has to run round the field.

Extensions: Do it with one rope only or do it with no knots

River Crossing

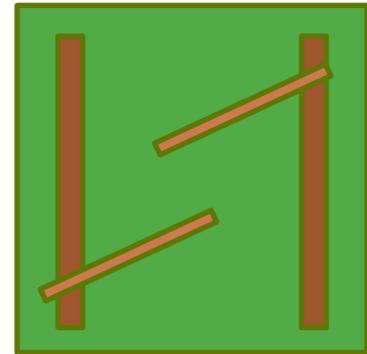
Equipment

3m marked square

Two railway sleepers making the edges of a river.

Two railway sleepers parallel with the same side, each 30 cm away from opposite sides, inside the square.

Two thinner pieces of wood. Each piece does not reach between across the river



Instructions

The team must go from one side of the river to the other, without getting their feet wet.

It should be possible for one or more members of the team to use the spars as levers, with the far one resting on the nearside one.

Remote Control Block Stacking

Equipment

Square blocks (cubes of wood), each with a vine eye or cup-hook in the centre of one face.

The opposite face has a hole such that the block can stack on each other.

Two blocks are special and coloured differently

One large metal hook with an eye on the other end.

One sisal rope for each pair of players.

Mark a large square that players must not step in.



Instructions

Pass each sisal through the hook eye.

One person on an end of each piece of sisal can move the hook around the square.

Challenge is to stack the blocks with one of the special blocks on the top, and one on the bottom.

No part of anyone's body should go in or over the square. In other words, no leaning in.

Note: Actually hooking the blocks and letting go of them can be the hardest parts.

Spider's Web

Equipment

Make a spider's web using trees, rope and optionally elastic and bells.

- You can do this between trees or using man-made structures
- The top and bottom bars can be a pioneering pole or a taut rope.
- Use thinner rope or elastic to tie a 'web'. The holes in the web should vary in size and shape. Each junction should be tied relatively tightly as the ropes will get pulled.
- Elastic works well as it has some give. A permanent net can be made by wiring the junctions.
- Small bells can be tied to the web to aid detection.

The ground underneath must be free from obstructions – do *not* use tent pegs below the net to secure the bottom pole!

The Challenge

Is for every member of the team to pass through to the other side without touching the web.

No two team members can go through the same hole.

Watch out for people who think they are indestructible and dive through.

The second photo shows a lightweight one which may not stand up to scouts.

