



A WEEK IN *Learning*

TEAMBUILDER
activities for your next team gathering!

ONCE UPON A *Time*

GOAL / OBJECTIVE:

A fun, storytelling game that emphasizes active listening, teamwork, pivoting, and in-the-moment decision making.

GROUP SIZE: 3-25

TIME: 20 minutes

EQUIPMENT: None

RULES:

This is an activity that combines storytelling and teamwork. In this activity, your team is going to tell a group story – it can be about anything or involve any characters! One team member will get started with the beginning of the story as the first storyteller: the who, what, when and where. As the story begins, the group is allowed to shout out random words that the first storyteller must incorporate into the story. After three random words have been incorporated, the storyteller is allowed to ‘pass’ to another team member of their choosing. This team member must continue the story while incorporating three new words generated by the group. The story continues until everyone in the group has played the storyteller role, and the last person wraps up the group’s story.

The facilitator should hold their turn until later in the game so they can be on hand to coach the team through the exercise. Any words shouted out must be integrated into the story in a way that makes sense and furthers the storytelling. Encourage outlandish (but appropriate) suggestions and lead the group in cheering when team members make exceptionally funny or clever use of the suggested words. This activity is great for getting team members energized for the day or out of their shell.

DISCUSSION / DEBRIEF:

- This is a simple task that becomes more difficult because of the rules; is that similar to anything we experience at work? How?
- How did your team figure out how to navigate the count without talking over each other?

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