

Working Together, Playing Better: Team Building Activities and Initiatives Designed to Move Groups Toward a Common Goal

Move United Conference 2026
April 22, 2026 9:00 A.M.-12:00 P.M.

Agenda

Warm-ups and intros

- Everyone receives an Ubuntu card when entering the room. Find another person with a card. Introduce yourself. Referring to the side with multiple images, find an image that matches on both your card and your partners. Chat about how this image may relate to you in some way. Find something else you may have in common that isn't physically apparent or obvious. Trade cards and find a new partner.
- Other Ubuntu activities...
 - Find and Flee
 - Timed match in a circle
 - Rock star
- Neighbors/You're like me if...
- Webbing Wrap
- "Over Here"
- In small groups share a time when you were part of or observed a group that worked well together. What qualities were present? Think about the workshop you are in right now. What would make this the:

- "Worst workshop Ever!"
 - Make a list, flip it
 - Develop community agreement: Connection before content

- Foundations of building strong communities
 - Ground rules/community agreement
 - Element of choice
 - Goal setting
 - Foundation of Trust
 - (Invitational Education)**

- Activities that highlight various components of effective teambuilding:
 - Keypunch-Number to number(Goal setting)
 - Channels(Choice)
 - Let's make a Deal(Trust)
 - Ropes in a Bag(Goal Setting/Choice)
 - Helium Stick(Communication/Working together/Inclusion)

- Processing/Reflection: Making meaning of the activities

Tools/techniques

 Experiential Learning Cycle

 Stages of group development

Think/Pair/Share

Reflection Art

Thumb-O-Meter

0-5 fingers

Paper plate face