1) NAME AND DESCRIPTION OF THE TOOL

The tool is called the "Team Building in a Pinch" and it is an interactive game. The point of the game is to facilitate familiarity with each other's workplace skills and talents. The team present is asked to build an object using the tools they have in to accomplish a predetermined goal. For example:

- Make a rope of some sort to go from one side of the room to the other;

- Create a covering for the water cooler/teapot;

- Devise a collection system for mail/

All team members should contribute one item for the project's construction. They should tell briefly why this item is significant to them. After the item's construction, it is shown to work then deconstructed. Each team member should take one (1) item that is not their own and return it to the rightful owner, invoking some part of the known knowledge of the item's significance to the owner.

2) OBJECTIVES OF THE TOOL

The tool has four objectives:

- Encourage team members to communicate to complete a spontaneous project;

- Encourage team members to become familiar with each other's talents to complete the project;

- Encourage thoughtful listening to team members and their experiences;

- Team-building in a light-hearted manner to introduce team members to each other;

- The game's overall objective is to form closer connections with teammates within the work atmosphere.

3) CONNECTION OF THE TOOL WITH THE ENEMY

efe
Entrepreneurship for everyone
New ways of coaching

For some people, connection with teammates is natural. For others, establishing a foundation for a relationship can be difficult. This tool helps to gently build the foundation for team building through camaraderie and simple projects that provide intellectual stimulation and a need for communication.

4) RESOURCES & MATERIALS

The needed resources are:

- A room with assorted furniture for conducting the exercise;

- Various accessories or personal objects which teammates can contribute to the exercise for the duration of its usage;

- Paper and a pen to record which objects were used and who gave them for the time of the exercise.

5) IMPLEMENTATION OF THE TOOL

(Please, make a description and mention how to implement this tool. Provide a sequence of steps and an approximate timing of the actions to be taken: For instance:

- Step 1, 5 minutes. Description of the project's goal…i.e., construct a standing platform for the teapot in case electricity goes out and we must heat the teapot manually.

- Step 2, 10 minutes. Every person contributes one random item from what they have on hand (can be anything: clothing, jewellery, office supplies, etc.)

- Step 3, 10 minutes. Putting the project together. There should be no team leader. Just everyone working together, suggesting, and attempting.

- Step 4, 5 minutes. Trial run. Decision as to whether or not the project was a success.

efe
Entrepreneurship for everyone
New ways of coaching

- Step 5, 10 minutes. Returning the items to the coworkers. Each person takes an item that is not theirs and declares whose item it is and what they remember about why this item is important.

6) WHAT TO LEARN

Without a designated leader or the pressure of a time limit, the objective of the game is to encourage team members to communicate, establish a forum for them to learn each other's strength and weaknesses in doing a project, and figure how to compensate for these strength and weaknesses. Each person is a leader and a follower. And by listening to and having to remember the stories associated with each other's items, the point of feeling a connection with team is encouraged and the seeds for empathy planted.

efe
Entrepreneurship for everyone
New ways of coaching