



## CONNECT TO OTHERS - Drop Everything and Think!

### 1) NAME AND DESCRIPTION OF THE TOOL

“Drop Everything and Think!” The tool is an “ice-breaker” game that utilizes story-telling to build communication and encourage team members to connect with each other and listen. Three out-of-context pictures are pre-selected for this game. The group is shown each picture and asked to compose a story explaining the picture. Each person gets to contribute just one sentence based on their initial thought of the picture. Together, the team members should adjust their thoughts to make a coherent story. At the end of each exercise, the team presents their story and then the presenter or the picture explains what is actually happening in the picture.

### 2) OBJECTIVES OF THE TOOL

The objectives of “Drop Everything and Think!” are:

- Encourage team members to feel comfortable communicating with each other and working as a large group;
- Facilitate project-completion for a short-term idea delivery;
- Form a “team connection” where the team members develop empathy towards each other and are more receptive to hearing what each other has to say.

### 3) CONNECTION OF THE TOOL WITH THE ENEMY

By having the team connect each other’s random thoughts into a coherent description of the picture, team members find it necessary to communicate and express thoughts and emotions, as well as articulate agreement or disagreement, to complete the project. This game hopes to encourage communication and connections between the members. By doing so, it will facilitate an empathetic atmosphere where the team members can feel comfortable with each other and free to speak and express themselves.





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### 4) RESOURCES & MATERIALS

Resources and materials needed for the project are:

- A volunteer “referee” who will display the picture and reveal its story at the game’s conclusion;
- A projector screen for the pictures to be displayed on;
- Three random pictures that are taken out of context from something bigger (i.e. a tent at a circus or cupcake at a picnic, etc.) will be projected onto the screen
- Chairs for the team members to sit on
- Paper and writing implements for everyone to use in order to write their sentences on

### 5) IMPLEMENTATION OF THE TOOL

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

- Step 1, 10 minutes. The picture is displayed. In silence, everyone is asked to write their initial thought of the picture on a piece of paper and place this on the floor.
- Step 2, 20 minutes. The ideas are read out loud and the group decides in which order to place the sentences
- Step 3. The story, composed from the sentences, is read out loud. The “referee” reveals the truth of the picture.





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### 6) WHAT TO LEARN

From the game, a few interesting points can be learned:

- The ability to cooperate in a group. Everyone's ideas are valuable, but these ideas must be ordered and assembled into a final product. Communication with others, and using this communication to connect, is the key.
- Including all team members because all team members deserve to have their voices heard. The game requires the active participation of all members, which necessitates listening to each other and connecting through discussion.
- There is not right or wrong answer in the game. Rather, the goal is to deliver a product that everyone has contributed. This ensures all team members are invested together and move forward together. A feeling that is also useful for the workplace.



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