

ideas at play

The Gaming of Innovation and Entrepreneurship Education

Thursday, March 19, 2015

Facilitators: Cheryl A. Bodnar, Ph.D. CTD
Leticia Britos Cavagnaro, Ph.D.
Victoria Matthew
Joe Tranquillo, Ph.D.
Pete Vigeant
Bryan Vitale



Stanford
University



VENTUREWELL

open

partially funded by NSF
(IUSE Award number 1504844)

Pre-Conceived Constraints Game Based Activities

Occasionally, when we approach a problem we put limitations on our ideas or thoughts of how to solve the problem without actually realizing what we are doing. These game based activities are meant to give you the opportunity to see if you put any pre-conceived constraints when you approach problems and help you become aware of it if you have been doing so.

20 Circles Challenge

Pitch

The 20 Circles Challenge is a great way to start a session on pre-conceived constraints, as it combines the art of getting students to brainstorm (generate ideas) with constraints that they may put around the problem given.

Goal

To become aware of self-imposed rules or blocks that may get in the way of creative thinking.

Players – 1+

Props – Handout; pen/pencil

Space – Desks with chairs; auditorium

Time – About 10-15 min (including debrief)

Game Play

- Students are given out a sheet with twenty circles and have a pen or pencil ready.
- They receive instructions (see <http://bit.ly/20circlesgame>) and are given 2 minutes to complete the task.
- The most important part of the exercise is the debrief after the task: start by asking how many people transformed the 20 circles (usually only a fraction will have completed all), and then ask what might prevented them from completing the task. This sets the stage to discuss how common it is to self-impose 'rules' that block our ability to think creatively, for instance: that they couldn't draw outside of the circles, that they couldn't connect several circles to create a shape (for instance: glasses, a bicycle), that they couldn't use the examples that had been given in the instructions, that they could not take a look at the strategies others were using, or even briefly discuss with others before completing the task. On the other hand, constraints can be used intentionally to promote creativity: by thinking of ideas within a category of objects one might overcome the paralysis associated with a blank slate.

Rules

Watch the instructions in the YouTube video (<http://bit.ly/20circlesgame>). You can have participants watch the video for instructions, or give the instructions yourself, before having them work on transforming the circles into different objects during the two-minute countdown (again, you may use the video timer, or your own). Give students warnings before the time expires (at 1 min, 1:30 min, 10 seconds left).

Prep – Print and distribute handout (see here: <http://www.slideshare.net/EpicenterUSA/20-circles>)

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Epicenter Design Thinking MOOC (<https://novoed.com/designthinking/>)

Hula Hoop Ring Race

Prep – None

Description

Have all of the players join hands, placing a Hula Hoop around two of the joined hands. Once the Facilitator yells “Go!” the players have to get the Hula Hoop around the circle once without disconnecting their hands. If anyone lets go, the Hula Hoop goes back to the start and the game is reset. Advanced players can introduce two Hula Hoops going in separate directions (and have to go through one another) before the end. Can the group beat the top score?



Players – 6+

Props – 2 Hula Hoops

Space – Open Space

Time – 5 - 10 Minutes

Pitch

Hula Hoop Ring Race is an incredible time. This game is a ton of fun and can be played up to really motivate the group. Use an accurate timer to track the speed of the group. When comparing two different groups, divide the total time per number of players and post that information in a public place. There have been teams that spend over half an hour trying to master this simple task!

Goal

To get the Hula Hoop around the circle as fast as possible.

Game Play

Create a circle of around 10 players - if there are more than that, have several circles of at least 6 players. Each circle needs a single Hula Hoop to start. All of the players in the circle need to hold hands and cannot release until the round is over. The Hula Hoop is put into the link, resting on top of two players joined hands. On the count of Go!, the team must move the Hula Hoop around the circle as fast as possible - the timer stops as soon as the hoop makes a single loop. After using one hoop for 2 or 3 rounds, introduce a second hoop that must travel the opposite direction. When the two Hula Hoops meet, they must go through one another and continue on to the very beginning!

Rules

No letting go.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Traditional

Stepping Stones

Prep – Set up boundaries

Description

Have 2 boundaries about 80 feet apart. The players must cross over the lava pit without accidentally stepping in the pit. Give the players a small number of paper plates or pieces of paper that represent stones. As long as a player is standing on the stone, it is safe. If no one is on the stone, it disappears into the lava!



Players – 6+

Props – Paper plates or pieces of paper

Space – Large Field; Open Space

Time – 10 - 15 Minutes

Pitch

Stepping Stones is a simple initiative that encourages teamwork and some really creative solutions. Players in the past have ripped the stones in half to double their number or had multiple players on the same stones doing a balancing act. Whatever they come up with, the campers will have a great time trying to figure out this brainteaser. If the group is really motivated, take away half of their stones when they successfully reach one end and make them go all the way back!

Goal

To get to the other side.

Game Play

Set up two boundaries roughly 80 feet apart. Have the group of players stand behind one side and challenge them to successfully cross without touching the middle. Give the group a bunch of magic stepping stones (about 1 for every 3 or 4 players). The stones can be placed in the middle for safe crossing and picked up but always must be making contact with a player. If for one instant the stone is not touching a player, it is out of the game. Once a player touches the middle with any part of their body, the entire challenge starts over again minus any lost stones.

Rules

- Players must make contact with the stones at all times.
- Players cannot touch between the boundaries.
- All players must make it successfully from one end to the other.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Conference / Karl Rohnke

Paper Rip

Prep – Distribute paper

Description

Every person interprets rules differently and this game is proof.

Have the players sit in a circle facing outward and give them each a sheet of paper. Give the group a set of instructions for their sheet of paper that they must follow without asking questions or peaking at another player's work. Start by folding the paper in half and then ripping it in half along the fold and go from there. Compare the different paper rips during a debrief.



Players – 6+

Props – 1 Sheet of Paper per Player

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

Most games are for the players while Paper Rip is for the Facilitator. No matter how specific each step is given, the papers will all look different in the end.

Goal

To follow directions.

Game Play

Each player takes a piece of paper and sits in a circle facing outward. The facilitator gives step-by-step instructions on manipulating the paper.

For example:

- Fold your paper in half.
- Rip the right corner off.
- Fold the paper in half.
- Rip the right corner off.
- Fold the paper in half.
- Rip the right corner off.

Compare the end results in a Debrief Circle.

Rules

Follow directions. Do not look at other player's work! No asking questions.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Conference

Team Development Game Based Activities

Each of these games is meant to help you rely on your fellow team and community members and learn that everyone within the team is important in contributing to a team effort. It will also help you build a common base and learn about what you have in common and how these similarities can help strengthen your team.

3 6 9

Prep – Set up boundaries

Description

In a medium-sized square, players should walk around aimlessly avoiding contact with other players. Have each player secretly choose a partner and stay exactly 3 feet away from him or her. After moving around a little more, have each player secretly choose another partner to stay exactly 6 feet away. After moving around another short period of time, have the players choose a third partner to stay exactly 9 feet away from - and watch the chaos unfold!

Players – 15+

Props – None

Space – Field; Open Space

Time – 5 - 10 Minutes

Pitch

3 6 9 is an excellent opener for any tag games or games that put the players within a close proximity. Participate and continuously walk through the space to keep the group fluid. Have the players walk slowly so collisions do not occur!

Goal

To stay 3 feet away from one player, 6 feet away from another and 9 feet away from another! Variations include instructing a couple of key players to walk out of the space and see what happens, or to have the players find her or his three partners at the end of the experience.

Game Play

Set up a 30 by 30 foot square boundary and have all players wander around inside. Announce the three rules as the game progresses: First, secretly find a partner to stay exactly 3 feet away from. Then, while maintaining the 3 feet limit, secretly find a second partner to stay exactly 6 feet away from. Finally, while maintaining the 3 and 6 foot limits secretly find a last partner to stay exactly 9 feet away from.

Rules

Everyone has to constantly be walking slowly through the space. Stay in bounds!

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Conference

Star Wars

Prep – Spread out hula hoops

Description

This game is a great way to start a new group thinking on their toes. Have a whole bunch of Hula Hoops spread across a small area and tell the players that they can advance to the next level once every player has both feet within a Hula Hoop. When every player is within a Hula Hoop, they must find a common interest between all occupying players (such as favorite movie or pizza topping). A couple of Hula Hoops are removed and the play continues the same way until there is only 1 Hula Hoop.



Players – 15+

Props – 5 - 10 Hula Hoops

Space – Field; Open Space

Time – 5 - 10 Minutes

Pitch

Star Wars is an excellent way to start a series of afternoon games and initiatives. The common solution to fitting all feet within the last Hula Hoop is to sit on the ground with one leg on top of the other - but the players will definitely be able to figure that out on their own.

Goal

To get both feet within a Hula Hoop.

Game Play

Spread out a number of Hula Hoops (about 1 for every 2 or 3 players) across a small area. Each round consists of players finding a Hula Hoop, putting both feet inside and then finding a common interest (or meet a similar prompt) with the other Hula Hoop occupants. Once a round is complete, remove a couple Hula Hoops and try again. The game continues until there is only 1 Hula Hoop remaining.

Rules

Both feet must be inside the Hula Hoop before the round can finish.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Conference / Karl Rohnke

Minefield

Prep – Set up boundaries; Scatter trashballs (homemade balls) & props

Description

Everyone finds a partner: one is the Navigator, one is the Vehicle. A small play area is defined and random props are scattered throughout. The Vehicle is blindfolded and stands at one side of the course while the Navigator stands at the other. The goal is for the Navigator to guide the Vehicle through the minefield from one side to the other without touching any mines (props / trashballs). Once a vehicle touches a mine, they must start completely over without peeking at the play area.

Players – 6+

Props – Trashballs / Random Props

Space – Field; Open Space

Time – 15 Minutes

Pitch

Minefield is a great initiative to really get your players thinking. This could be played completely straight, in that the players switch roles and the mines are rearranged so everyone has a good shot, or it can be played with a great twist: After the first group goes, stand the previous Navigators against the boundary and blindfold them. Repeat the rules out loud and talk about how the new Navigators are rearranging the mines. While talking, hold up a sign that says, "Remove all of the props from the play field. Still pretend that there are mines and do not tell the Vehicles!"

If everything goes as planned, the Navigators will guide the Vehicles through a series of invisible mines – some likely going a little overboard about the course difficulty. Once completed, the Vehicles will remove their blindfolds and make a loud noise!

Goal

To successfully navigate through the mines.

Game Play

Set up a 30 by 30 foot boundary. Have the group pair off using and have one member of each partnership start as the Navigator and one start as the Vehicle (everyone will have a chance to be both roles). The Vehicles must start behind one boundary and the Navigators must stay outside the other boundary. Scatter a large number of trashballs or other props within the boundary and blindfold all of the Vehicles.

Once the game begins, the Navigator needs to yell to the Vehicle in order to successfully get through the mines. Once a Vehicle touches a trashball or prop, they must go back to the beginning (without peeking at the course). When all of the Vehicles have crossed successfully, the roles are reversed and the game starts again with a varied play area.

Rules

- Vehicles may not touch mines or peek.
- Navigators must stay outside of the boundaries.

Difficulty to Run – Medium

Age Restrictions – All Ages

Source – Conference

Helium Stick

Prep – None

Description

The goal of this challenging initiative is for the players to lower an object from above the heads of the group to below their knees and back up again. Have every player put a single finger underneath a Hula Hoop or Wooden Pole. The game starts when all of the fingers are touching the object and the object is in the air. Once a player's finger leaves the object, play starts completely over from the beginning!

Players – 6+

Props – Hula Hoop or Wooden Pole

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

Helium Stick is an awesome initiative that is much more difficult than it seems. Most players will confidently attack the problem quickly and fail several times. Do not let them get discouraged! This is supposed to be hard and culminates a long afternoon of play. Facilitators should focus on enforcing the rules and not let anyone get away with anything! Whether the group is successful or not, use the debrief to talk about the experience. Sometimes players will leave the debrief with a better idea of how to solve the problem and succeed!

Goal

To lower the object from above the players' heads to below their knees and back again.

Game Play

A Hula Hoop or Wooden Pole is placed at the center of the group. Every player puts a single finger on the bottom of the object.

The game begins once the object is above the groups' heads. Players need to carefully lower the object to below their knees and back above their heads without having a single finger leave the object. Once a player's finger leaves the object - even for a moment - the game starts completely over again.

Rules

Players can only have a single finger on the object - no other body part, piece of clothing or other items. The object cannot touch the player's hand!

Difficulty to Run – Medium

Age Restrictions – All Ages

Source – Conference

Space Sculptures



Prep – None

Description

Participants create sculptures with their bodies and must work together to represent different words or phrases. Others must try to guess what is being represented. There are many ways to modify the activity from there

Players – 10+

Props – None

Space – Large enough for everyone to move around

Time – 5 -20 Minutes

Pitch

Space Sculptures illustrates a number of different entrepreneurial concepts. First, is the idea of open and closed spaces that is analogous to going into different types of markets. Second, is to work as a team to build a sculpture, where each person is adding value to the sculpture as it is created. Third, is in designing a communication form for others. Lastly, and if the group is willing and there is time, it is possible to have groups improvise a sculpture on the spot (with no talking). This requires good alignment of the group.

Goal

To create sculptures as a team that communicate with an outside observer.

Game Play

Players must build sculptures with their bodies to communicate a word. Others then must try to guess their word. In the beginning, a group gets to decide what word they will represent. In more advanced play, the “audience” says a word and the group must try to represent the word without using oral communication.

Rules

- The sculptures must include everyone in the group
- Players can be dynamic in their sculptures. This is often discovered by groups as they build and try to communicate their word or phrase.

Difficulty to Run – Easy

Age Restrictions – All Ages although sometimes hard with those with disabilities

Source – Joe Tranquillo

Traffic Jam

Prep – Mark enough spaces in a straight line for all of the players plus one

Description

This tricky puzzler can get anyone a little frustrated! Split the group into two equal teams and have them stand on spaces in a single line with one empty space in between them. One team should be facing the other. The goal of the game is for the two teams to completely switch places. Only one player can move at a time, players are allowed to jump one other player (as long as there is an empty space) and no one is allowed to move backwards. Once the teams become locked, start this puzzle over again from the beginning.

Players – 6+

Props – Space Indicators (such as paper plates)

Space – Anywhere

Time – 15+ Minutes

Pitch

Traffic Jam is difficult for any audience. This is definitely not for the first day! Instead, try this very difficult puzzle toward the end of a session with a group that can really work well together. After allowing the group to fail several attempts, give them 1 minute to huddle and figure out a better strategy. Egg on the players in order to finish this completely possible challenge. Some players may be a little too vocal for the game - put them at the end of the line! If a player already knows the solution from having done this before, do not allow them to speak! In the [Debrief Circle](#) afterward, be sure to ask what the experience of being at the end is like - or not being able to talk.

Goal

To have all the players switch sides.

Game Play

A straight line of spaces (such as paper plates) are made with enough spots for each player plus one empty spot in the center. Two evenly sized groups of players face one another while standing on the line (ex - TEAM A > *empty spot* < TEAM B). The goal is for both teams to switch places by only moving forward (ex - < TEAM B *empty spot* TEAM A >). Only one player can move at a time and no one can move backwards without resetting the entire game. Players are allowed to jump over a single player if the empty spot allows. This initiative is possible with the correct amount of patience!

Rules

No player may move backwards or step off their spot unless moving into an empty one.

If there are no more moves or a player moved backwards, play restarts.

Difficulty to Run – Medium

Age Restrictions – All Ages

Source – Conference

Turn-Based Lava Skip, aka TBLS

Space

Open Space

Props

Carpet Squares

Blindfolds

Time

15+ Minutes

Players

2+

Description

TBLS is an exciting and difficult game about communication and imagination. Players need to navigate a lava field while blindfolded with the verbal assistance of a teammate. Teammates are only allowed to give the instructions when the player is not moving, making the entire ordeal very fun and challenging.

Gameplay

Pair off all of the players and give each pair a blindfold. One player must be blindfolded before the game begins.

Once all of the players are blindfolded, put out the Level 1 map, essentially one or two carpet squares to walk across for safety. Each level should increase the number of carpet squares (and therefore difficulty).

The non-blindfolded partner must examine the playing field and deliver all of the instructions to their partner before anyone is allowed to move. The partner must then try to get across the space without touching the "lava" (floor) using only the previously delivered instructions.

An easier variation is to allow new instructions to be delivered after each motion - no one is allowed to move *and* receive instructions, though!

Goal

The goal of the game is to get to the other side without touching lava.

Rules

No one may move while receiving instructions.

No peeking!

Partners may not touch the lava or one another.

Communication Enhancing Games

Each of these games is meant to help students build their communication skills. Some of the games profiled in this section focus on oral communication while others target skills that are just as important but less often covered in classes such as non-verbal communication skills. All of these activities can be used either as single implementations or can be combined together to move towards a culminating activity.

Categories

How to Play

Categories is a game about self organization. There are three levels of play that increase in difficulty and hilarity as the game continues. Each level takes about 5 – 10 minutes to play, depending on the number of players.

Each level begins with the facilitator distributing one card per player. The players then need to self organize into categories without talking or sharing the contents of their card in any way other than body movements, similar to Charades.

Level 1

The facilitator tells the group exactly how many categories are in play and how many items per category.

EXAMPLE: There are 24 players. The facilitator announces that there are 4 categories in play with 6 items each.

After you announce the level details, line up the players in a single line and distribute the cards secretly. Make sure you mix up the right number of cards! Try not to use the same category twice during a single play session.

Level 2

The facilitator tells the group exactly how many categories are in play, but does not tell how many items per category.

EXAMPLE: There are 24 players. The facilitator announces that there are 6 categories in play, but does not reveal anything else. The facilitator distributes 3 items, 3 items, 4 items, 4 items, 4 items and 6 items from different categories.

Level 3

The facilitator tells the group nothing. There can be between 1 and 16 different categories with between 2 and 40 items per each.

Ending a Level

Give the group roughly 5 minutes. If they're really into it, you can give them more – just don't let it go too long! Ask each group to silently nominate a spokesperson and ask each group what they think their category is.

Let them reorganize after the spokespeople have talked and then do a quick debrief before the next level.

Categories for Communications

There are some specifics about this version of Categories that you should know.

There are far more cards than necessary. While this is annoying from the production standpoint, it will ensure that you have the flexibility you need with different sized groups and time allocations.

Make sure you highlight the miscommunications that occurred because of the non-verbal communications. Try to find groups that create a category that isn't in the game - were they right?

Mystery Box

Mystery Box is a game about written communication. Each group of four is trying to score the most points by guessing a particular liquid from the description given to them by a classmate. The description can only comment on the look, feel and smell of the substance and nothing else.

Proposed Liquid List

Maple Syrup; Agave Nectar; Coconut Milk; Water; Dr. Pepper; White Vinegar; Vanilla Extract; Canola Oil
Lemon Juice; Chocolate Syrup; Strawberry Milk Syrup; Molasses; Honey; Dish Detergent; Oobleck (Corn Starch & Water); Body Lotion; Sun Tan Lotion

Running the Game

Create a way to store the liquids in unmarked containers for players to inspect. Include paper towels and other cleaning solutions for the “touch” aspect of the game.

Allow a single team member to come up and interact with the liquid for a short period of time. Having this work nonlinearly is best - the more discreet “inspection stations,” the better. This will let groups have different arrays as no group should be able to complete all of the liquids. If you want to set a limit, I propose having each player do at least two liquids, which would result in a minimum of eight stations. For variety, I would double that number (if possible) so everyone can stay busy for the entire period and you can get a whole lot of varied data.

The stations do not need to contain the name of the liquid. Instead, they should be numbered and require the player to note the number on their description.

After a player interacts with the liquid, they have exactly one minute to write a description that only includes comments about the touch, smell and appearance of the liquid. The descriptions cannot contain anything that would be too obvious or, in particular, any words that are already in the title of the liquid (“smells like milk”). Have each group keep their own time - players cannot interact with the writer during the description or guessing period.

Once the description is complete, all of the group members have one minute to compose a single guess, which they must write on the back of the description page. This continues until everyone has completed the required number of stations or time is up.

At the end of the game, the facilitator goes through each station and reveals the liquid. Groups get scored based on correct answers and can score themselves.

Congratulate the winning group and collect all of the written descriptions - they will be scanned and compiled into a PDF for all of the class to review (you may want to point this out at the beginning of the class).

ROYGBIV

ROYGBIV is a game about oral communication. Each player is handed a card that is covered in symbols. One of the symbols on each card is defined. Without showing the cards to one another, the players must decode the message on their personal card and complete the required action, which is to change the color of a particular box on the screen.

Setup

There are three rounds of play - make sure you do not mix the cards for multiple rounds as it will get very confusing!

LINK:

http://www.greenghoulie.com/projector_games/roygbiv/ROYGBIV.html

Load the game onto any web browser. Select the round number and number of rows - you should almost always choose 10. Each row contains 10 boxes and corresponds to the number of cards in play. This selection is really for future sessions when there will be less than 100 players (even if you're just close to 100 players, you should just give some players 2 cards). The screen should fill with white boxes - 10 columns and 10 per row. Hand out the 100 cards. Since it's likely you'll have extras, give some outgoing folks two cards.

Pitch

The goal of the game is perfection. Each player has a card with some instructions. Unfortunately, the instructions are all in a crazy symbol language. Without sharing your card with anyone, you must decode the message and carry out the action by clicking on the correct squares on the screen. Let's see if we can get 100%!

Game Play

Look at your card(s). You'll notice that you have the definition of one symbol. Teach that definition to other players and learn the definition of your symbols. When you are confident that you know what to do, carry out the command by clicking on the proper square. Each click advances the square to the next color in this order: Red, Orange, Yellow, Green, Blue, Indigo, Violet. The sequence will repeat, so don't worry if you skip over the correct square. When you are done, make sure you still communicate the definitions you know with the other players until everyone is confident that the activity is complete.

Rules

Do not show your card to anyone. Ever. In any way. [When time is up or they think they're done, do the following] Each row has a "Submit" button. When everyone is watching and quiet, you can click through the "Submit" button and it will show you the number of correct answers in the row.

Play up the drama! Once you are completed, if there were errors, give them one chance to fix the mistakes (of course, they'll have to figure out where they are!). Do the sequence again. If anything is wrong, you can hit the "Give Up" button to show the correct answers.

IMPORTANT NOTE

There was lots of opportunity for human error in creating these puzzles. It is absolutely possible that they can identify mistakes. That's totally fine. Have them prove that I messed up and I can fix it in the future... make it into a lesson :-)

When you are done with round 1...

Reload the browser and select Round 2. And repeat.

The Non-linear Circuit

Small, bite-sized challenges are sometimes the best option in a non-traditional game context. This allows players to choose when to participate and when to observe and is very light on the facilitator. The effort is transferred from an in-the-moment facilitation dependency to a good deal of setup. Sometimes the amount of prep is off-putting or not possible – so plan accordingly.

The challenges are generally easy to conceive (some samples are on the following pages) and require props that can be bought at a Target or dollar store. The trick is to capture the activities that everyone accomplishes, which means to devise a breadcrumb trail of the challenges. A common solution is a passport-like approach, where participants can get stamps or stickers for each triumph. Additionally, make sure that there are just enough challenges that everyone can try almost every one – always leave them wanting more!

Domino Tower Challenge

Prep – None

Description

This is a simple creative exercise designed to test your team's ability to think of which method would allow for your team to create the tallest freestanding tower out of dominos.

Players – 1+

Props – Box of Dominos

Space – Anywhere

Time – 5 - 10 Minutes



Pitch

Domino Tower Challenge is a great opportunity to get people to think outside of the box and test their imagination when it comes to which type of structure would yield the highest free standing tower structure. Also the activity is a great opportunity to build creative skills amongst participants.

Goal

Build the highest tower possible out of dominos.

Game Play

Players work together to build a tower out of dominos. At the end of game play, the tower is measured and its height recorded as a later comparison point for other groups.

Rules

- The domino tower structure must be free standing.
- No additional props/supplies may be used in building the tower.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Bryan & Pete from The Completely Surrounded

Ball Bounce Challenge

Prep – None

Description

This game is designed to test what methods your team can come up with in order to get the most number of balls bounced into a bucket within a specified time frame.

Players – 1+

Props – Bucket and set of bouncy balls

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

Ball Bounce Challenge is another opportunity to build both creative and teamwork skills as you determine your team's strategy for getting the most number of bouncy balls into the bucket within the specified time frame. This is also an excellent way to tangibly experience the importance of learning from failure; a critical entrepreneurial skill and one that is typically not experienced or taught in an academic setting.

Goal

Get the most number of balls into the bucket (they must bounce before getting in the bucket) in the specified time frame.

Game Play

Players work together to bounce balls into the bucket. At the end of the specified time frame, groups record how many balls they were able to get into the bucket for comparison with other groups.

Rules

- Balls must bounce at least once before entering into the bucket.
- No additional props/supplies may be used to help with getting the balls into the bucket.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Bryan & Pete from The Completely Surrounded

Sort It Out

Prep – None

Description

This game is designed to test what methods students can come up with to sort a set of nine balls into three containers

Players – 1+

Props – Three containers, a set of nine balls, a bell and a timer

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

Sort It Out Challenge is another opportunity to build creativity at the same time as testing student's ability to handle ambiguity. Students are presented with three containers and a set of nine balls and told to put the balls in the correct bins in under one minute. The challenge lies in that the same conditions exist for each of three levels and although the first two levels may seem obvious, students will struggle with the last one as they are not sure what "right" means.

Goal

Sort the balls into three containers in under a minute of time.

Game Play

Players work to sort the balls using different categorizations. For Level 1 typically sorting by color is seen, Level 2 involves sorting by pattern on the ball and Level 3 can be anything that has a sound rationale. Remember that although the instructions say to put the balls in the correct bins there is no single solution to the problem posed.

Rules

- You must hit the bell before the timer is complete
- Balls need to be placed into all three containers

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Bryan & Pete from The Completely Surrounded

All Tied Up

Prep – None

Description

This game is designed to allow participants to build empathy for customers.

Players – 1+

Props – Running shoes with laces, timer, blindfold

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

It is important to be able to appreciate how customers view the products that we are designing. This activity allows you the chance to be placed in the role of different customer types and complete an everyday task, tying your shoes, that most people take for granted.

Goal

Be able to complete all three levels as specified under the Game Play heading.

Game Play

LEVEL 1

Tie a shoe behind your back.

LEVEL 2

Tie a shoe while blindfolded with one hand in under 1 minute.

LEVEL 3

Tie a shoe while blindfolded with your non-dominant hand in under 1 minute.

Rules

- You may only use one hand for Level 2 and Level 3. You may not use any other object, body part or assistance from another participant.
- Knots must be tightened to complete each challenge.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Bryan & Pete from The Completely Surrounded

Shortest Tower

Prep – None

Description

This game is designed to help participants build their creativity skills while they tackle what seems like a very simple task.

Players – 1+

Props – Jenga blocks or similar, yard stick or other measuring device

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

Building a tower is a task that we have done since children. The key to this task is to determine how to build the tower in a manner that allows for only one base unit to touch the floor while being the shortest tower possible for all the participants/groups participating.

Goal

Be able to complete both levels as specified under the Game Play heading.

Game Play

LEVEL 1

Build the shortest tower possible in under 2 minutes. Record the height with the other Level 1 attempts.

LEVEL 2

Build the shortest tower possible in under 1 minute. Record the height with the other Level 2 attempts.

Rules

Towers must use all of the available pieces.

- Only one piece of the tower may come in contact with the floor or table (only one “base” unit).
- The tower must stand without assistance.
- The tower must start on the floor or table and cannot touch any other surface or wall.
- Regardless of the final height, the challenge must be repeated for each subsequent level.
- You are not allowed to talk during this challenge - even if you are participating as a group.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Bryan & Pete from The Completely Surrounded

Snap Pat Clap

Prep – None

Description

This game is designed to encourage communication (non-verbal) as well as teamwork.

Players – 2 (partners)

Props – None

Space – Anywhere

Time – 5 - 10 Minutes

Pitch

This game is used to encourage participants to realize just how much communication is necessary to coordinate movements with another player. Although all of the tasks required are simple (snap, pat and clap) trying to coordinate your own movements to keep pace with another individual is extremely challenging.

Goal

Be able to complete all three levels as specified under the Game Play heading.

Game Play

LEVEL 1

Complete the following sequence 10 times flawlessly with a partner in under 1 minute: clap your hands, snap your fingers, pat your legs, snap your fingers, clap your hands, clap both hands of your partner.

LEVEL 2

Complete the following sequence 15 times flawlessly with a partner in under 1 minute: clap your hands, snap your fingers, pat your legs, snap your fingers, clap your hands, clap both hands of your partner.

LEVEL 3

Complete the following sequence 20 times flawlessly with a partner in under 1 minute: clap your hands, snap your fingers, pat your legs, snap your fingers, clap your hands, clap both hands of your partner.

Rules

- You are not allowed to talk during this challenge.
- If you or your partner make an error, you must begin again.

Difficulty to Run – Easy

Age Restrictions – All Ages

Source – Bryan & Pete from The Completely Surrounded