

FUN TEAM BUILDING DAY



Project Purpose and Objectives

Team building allows students to develop stronger relationships and trust among each other. The purpose of team building activities is to motivate students to work together, to develop their strengths, and to have fun. Any team building exercise should encourage collaboration rather than competition. It's a day for students to collaborate, encourage each other and improve communication.

We can all agree over the past few years, students have faced global challenges, especially with this covid situation. They have been able to adapt, show their flexibility and willingness to make sacrifices for a common goal. It's time for students to have a sense of normalcy back with collaboration, group activities and just have fun! They deserve it.

Project Impact

STUDENT BONDING:

Team building allows students to develop stronger relationships and trust among each other as well as improve communication. Teamwork teaches essential communication and social skills, such as active listening and effective speaking. When working as a team, students learn how to listen to their leaders and coaches in order to perform their individual roles. Students learn how to listen to one another in order to function as a team.

STUDENT AND TEACHER MORALE:

Team building day will result as a positive influence on both learners and teachers! It will be an enjoyable and memorable day dedicated to fun and will have a positive effect on motivation levels. When teachers use activities that make learning engaging and fun, students are more willing to participate and take risks. Teachers will be able to bond with their students outside of the classroom.

Project Description

Participants: Team Building Day will be celebrated by grades 3-5 with each grade participating on their own day. The full day will be dedicated to 6 team building rotations with STEAM, sports, crafts and other fun activities. Lunch, recess and snack timings will remain at regularly scheduled times. Each grade level has 6 homeroom classes. Each class will rotate through six stations. Some stations will have more than one activity.

Teachers will meet with administration to reserve additional spaces throughout the campus such as cafeteria, large meeting rooms, the gym, etc. Grade level instructional assistants will coordinate with maintenance teams to request and set up stations around the campus.

Grade level teachers and instructional assistants will set up stations in approved rooms in the days leading up to the event. Respective grade level instructional assistants will make sure stocks are re-organized for their grade level team building day.

Project Implementation Plan

1. Share this proposal with the team and administration.
2. Brainstorm station activities - Shared google document to upload ideas and suggestions.
3. Meet with administration to choose days, locations and approvals for activities, end of day ice cream treat (approval), T-shirt design, budget approval (each grade student will have a team building day t-shirt to wear on the day).
4. Grade level team meetings to decide rotation timings around respective lunch, snack and recess timings.
5. Organize student t-shirt form. Sent home to parents, filled out with student shirt size and return date. Coordinate t-shirt design and order with vendor.

6. Combined Instructional Assistant meeting to gather information on materials needed, break up tasks.

7. Work with the maintenance team to request tables, furniture, room setup. Collaborate with the concerned department to borrow sports equipment. Email garden coordinator to schedule garden time for sustainability activity.

8. Double check all materials needed. Kept in a storage location where grade level IA's can access to replenish new materials needed for their team building day.

9. Setup stations

10. Start **FUN TEAM BUILDING DAY**

Tools for Measuring Success

Students Students will have pictures taken during the day which will be shared on the campus board and community platform (website and wechat group) for families, students, teachers and our school community to enjoy.

The measure of success will be:

A survey 2weeks before the event and 2 weeks after the event about what went well, what could be improved and identifying how everyone (students, teachers and staff as well) felt pre and post the event.

The boost in morale, learning through team activities, memories made and laughter throughout the school.

Game and Activity Posters

HOW TO PLAY:

STATUE SCULPTOR ROCK

Step 1: Gather everyone around and split into groups of 2 or 3 depending on if you are using 1 statue or 1 per group.

Step 2: Once you have broken groups up, ask the designated "Rocks" to face away from the statue, or step forward (so they won't see the second player), or close their eyes and bow their heads.

Step 3: Now that you have your statues and rocks ready, the Sculptor has 30 seconds to begin calling out movements to the rocks that will transform them into the masterpieces the statues are mimicking. The sillier the statue's pose is the more fun it is to watch the rock try to conform.

Step 4: The 30 seconds is up and now it is time to decide the winner. Whoever is closest to resembling the statue is the winner. It is best to determine prior to play who your judges will be for choosing the winner.

ZIP ZAP ZOP

- With everyone standing in a circle, the first improviser begins the pattern of "Zip, Zap, Zop" by clapping their hands at someone and saying "Zip."
- The person that they indicated will then clap at someone and say "Zap."
- Then the third person will do the same but say "Zop."
- After this, the next person starts back over with "Zip."
- The group should begin at a comfortable pace and gradually speed up during the pattern.
- Every time that you clap and send the zip, zap, or zop to another player, you have to make eye contact. Whenever someone makes a mistake and says the wrong word in the series, that person is "out."
- Celebrate the mistake then start the pattern over. The game can be played with or without elimination.

WHOSE LINE IS IT?



Each team creates a funny or dramatic short scene to act out (1 clipboard per team)

Teams have 5 minutes to discuss and create their scene



And Action...

Game and Activity Posters

LIMBO

Two people hold either end of a two metre length stick at chest height. They should hold the stick in cupped hands, so that it will fall easily if touched. Take turns going under the stick without touching the stick, bending their knees and leaning as far back as necessary. No hands may touch the floor.

Hula Hoop Rock Paper Scissors

1. Make two teams equal amount of members on each side.
2. On Go, competitors hop from one hula hoop to the next until they meet each other.
3. Competitors then battle in the most intense part of the game, a Rock Paper Scissors match where the winner continues on their path and the loser falls off the path and goes back to their team's line.
4. Make sure to start hopping quickly after each win, because your competitor's team will keep sending a new competitor as fast as possible to slow you down and prevent you from crossing the line.

NUMBERS

1 Spread Out so you have lots of space

For Example: If I call out 2, you need to make sure only 2 body parts are touching the floor. You might just stand with your two feet on the floor. But remember you get more points for creativity.

2 Each number called out by the teacher corresponds to how many body parts can touch the floor

3 You have 10 seconds to come up with each pose

Variations:

Hold each pose for 6 seconds

Can you blend one balance into another?

Game and Activity Posters

Defying Gravity

Can you keep three balloons in the air for one minute? Sounds easy enough, doesn't it?
"Minute to Win It"

Let's Go!

BUZZER BEATER

- Divide group into 2 even teams
- Players line up at the free throw lines
- Set the clock for 10 seconds, and see how many baskets each player can make before the next player moves into position and starts their 10 seconds.
- The player with the most baskets wins

FACE THE COOKIE



Lean your head back and place one cookie on the center of your forehead.

When the one-minute timer begins, you must move the cookie from your forehead to your mouth using only your facial muscles and the forces of gravity.



NO HANDS



InTASC Standard 10: Leadership and Collaboration

The teacher seeks appropriate leadership roles and opportunities to take responsibility for student learning, to collaborate with learners, families, colleagues, other school professionals, and community members to ensure learner growth, and to advance the profession.

The following slides describe the different roles and responsibilities taken to meet InTASC Standard 10, Leadership and Collaboration.

Meetings

We started off with grade level team meetings to plan the logistics of the day such as how many children in each group, who will be team leaders and what covid restrictions are in place.

The Instructional Assistant team then organised a meeting to brainstorm the games and activities as well as plan out each chaperones schedule for the day

Team met with the administration to get t-shirt design approval, game and schedule approval as well as request ice cream for students at the end of the day. A parent volunteered to donate ice cream since they own a ice cream store.

Teachers communicated plans with parents to keep them informed of the importance of the fun team building day.

Preparation

Teachers communicated the plan to parents and had parents turn in a sheet checking off their child's shirt size in order for us to make the t shirt order.

The Instructional Assistant team bought materials for the games, collaborated with school departments to request spaces for different activities, bought and gathered materials for the games, made posters to hang up at each activity location.

Project Implementation and Timeline

This project will start at the beginning of school year 2022-2023.

Due to the lockdown situation we experienced here in Beijing we wish to begin in August,

The day before our **fun building day** , the instructional assistant team will setup each station, store the ice cream in the grade level freezer.

Thank You