

THE HUMAN DESK

Teamweek

HYPER ISLAND

HELLO KITTY

Teamweek

HYPER ISLAND

GO BANANAS

Teamweek

HYPER ISLAND

ULTIMATE ROCK, PAPER,
SCISSORS

Teamweek

HYPER ISLAND

DANCE, DANCE, DANCE

Teamweek

HYPER ISLAND

SHAKE DOWN

Teamweek

HYPER ISLAND

BLIND ORIGAMI

Teamweek

HYPER ISLAND

WHO AM I?

Teamweek

HYPER ISLAND

TWO TRUTHS & A LIE

Teamweek

HYPER ISLAND

BANGI

Teamweek

HYPER ISLAND

Taken from the Hyper Island Toolbox Split the group in two, on opposite sides of the room. Team members must take turns being 'kitties' and 'puppies'. The puppies try to make the kitties smile or laugh, and when a kitty cracks, he/she must cross the line and join the puppies in their quest to make the other kitties laugh. Last kitty standing wins!

From the Hyper Island Toolbox

Ask your team to split into pairs. Each player plays a three-round game of rock, paper, scissors. The winner must then play the winner of another team, and the loser must become their cheerleader. Each time someone wins, the members of the losing team must join their cheerleading squad. At the end, there will be two final competitors each with a crowd of supporters.

From the Hyper Island Toolbox

This is great game to get your team moving. The group shakes their bodies one limb at a time, beginning with eight shakes of the right arm, then eight shakes of the left, eight shakes of the right leg, then eight shakes of the left. Next, you shake each limb four times, then two, then one, getting faster and faster. Celebrate with a cheer when you've finished!

Ask your team to form a circle and give each member a Post-It note and a pen. Tell each person to write the name of a famous person on their Post-It. Have them stick the Post-It on the forehead of the person to their left so that the rest of the room can see. Set your timer for three minutes and take it in turns to go around the circle asking 'yes' and 'no' questions to see if they can uncover their identity before time runs out!

From the Hyper Island Toolbox

Ask your team to stand in a circle. elect One person to stand in the middle of the circle as "the sheriff". they must point at other players who must quickly crouch while those on either side of them quickly "draw". A good activity to generate laughter in a group. It can also help with name-learning for groups getting to know each other.

This is a good way to get your team out of their seats. Explain that they must get up turn themselves into a human desk by doing a wall sit against the nearest wall for five minutes. The next time you do this you can just shout "human desk!" See who can last the longest.

From the Hyper Island Toolbox

Begin with the group in a circle. The whole group must crouch down and whisper "go bananas, b-a-n-a-n-a-s". You must repeat this over and over, getting a little louder each time. As the volume increased, the group slowly stands up until, in the end, everyone is jumping and shouting "GO BANANAS, B-A-N-A-N-A-S!"

From the Hyper Island Toolbox

Explain that when the music starts, one person in the group starts dancing and the others follow the leader. When the song changes, another member in the group becomes the new leader. Change the song every 30 seconds or so, and end with a big cheer!

Ask your team to split into pairs and sit back-to-back on the floor. Give one member of each pair a blank sheet of paper and give the other member a paper-airplane folding instruction sheet. Ask the player with the instruction sheet to guide the other player in folding the paper into the specified plane, using only their words and not looking at their partner's progress. See how the planes turn out and at the end, have a flying race!

Ask your team to form a circle. Each person must prepare three statements about themselves: one truth and two lies. Take turns going around the circle and sharing your two truths and a lie. The rest of the group must vote on which statement they think is true, and which they think are lies. When they have all cast their votes, the person must reveal the truth.