Game 1: Pairing everybody, one person has to do the actions and other person has to copy.

Improves:

connection, focus, manager employee concept

Game 2: Dividing the candidates as 2 groups. Will have relay race.

Improves:

Teamwork

Game 3: Catch and throw game:

Form circle, pre-decided the person whom to throw and from whom to get the catch.

Improves:

Concentration