## Game of Possibilities

Type of activity: Team building Participants: One or multiple small groups Timing: 10-15 minutes Materials: Various office objects Additional Cost: Free Key themes: Team bonding, collaboration and originality



## Instructions:

Prior to the activity:

- Determine the number of participants that will participate during the activity
- Collect one office object for each planned participant. Office objects may include: pen, stapler, tape, coffee mug, etc.

To begin the activity:

- Distribute one office object to each participant
- Provide one-minute for participants to brainstorm as many new ways as possible to use their office object
  - For example, a stapler can be used as a telephone or a flute. Traditional use purposes of an office object do not qualify
- Each participant or will demonstrate the various uses they come up with for the assigned object. Participants are only allowed to act out or demonstrate non-verbally their list of creative purposes for the assigned object. Speaking is not allowed
- The remaining participants will guess the various purposes of the object demonstrated. The person to correctly guess the most number of alternate objects presented is the winner

**Debrief**: This activity allows team members to practice their creative thinking skills by demonstrating innovate ways to use ordinary objects. The exercise is also a great way to energize a team before a brainstorming session or team meeting.



Imagine what's next.

For more information, contact Learning & Development at: **hrlearning@columbia.edu** 

COLUMBIA UNIVERSITY