



Team Builders

Shazzam

- Individual
- Pairs
- Small group
- Whole group

Uses: It's fun and helps build group co-operation and concentration. This exercise needs negotiation and strategy.

Resources: None.

Time: 5 – 15 minutes plus.

What to do:

1. Explain the rules and aim of the game. Organise the group into two even teams who stand in two lines facing each other.
2. The game is like scissors, paper, stone but played by a whole group. In this game you can choose either:
 - Wizards – who step forward, pull out an imaginary wand and say "Shazzam!"
 - Giants – who stamp their feet and say "Fee, fi, foe, fum!"
 - Or Goblins – who crouch down on the ground, put a finger up above each ear and squeak "Needle, needle, needle!"
3. Explain that for each round each team must secretly confer and decide whether they are all going to be Giants, Wizards or Goblins.
4. When they are ready the two teams face each other; take three steps towards each other saying "One, two, three!"; cast the magic spell of "Kapish, kapoo, kapish, kapoo" (this is done by putting one fist on top of the other for 'kapish' and pointing with one hand for the 'kapoo'), and then do the action and sound they have chosen.
5. Now.....
Giants beat Goblins;
Goblins beat Wizards and
Wizards beat Giants.
So, there will be a winning team or it might be a draw! You might play best of three or five.

Make it different:

- Make up your own characters, sounds and actions.
- Play 'Clash of the super heroes' by pitting Spiderman against Superman and Wonder-Woman!

Points to make:

- If you don't cast the spell properly, it won't work!
- Effective teamwork is the key.

