



Full Day Workshop

First half of the day 10 – 1pm

Warm ups

Pass the Clap. A clap is passed round the circle, then other things are added. To promote concentration

Yes. Another concentration game

Groups of three – Lion Alien Salesman. To begin the idea of Group Mind.

Evolution. An intense version of Rock Paper Scissors

Circle of interest? Take a topic and everyone says the first word that they relate to it.

Anyone Who? Where we find out more about commonalities between people in the group.

Break

Team Games

Human Noughts and Crosses. To begin the competitive edge, working together as a team.

I come from... Ideas used in this game can only come from a group decision.

Making Others Look Good. A team game where you get to decide on your team name, and a symbol for your team. Each member will then separately get up and mark the symbol on a chart, it is not made clear what the outcome should be, only that the game is called Make Others Look Good. Most teams will assume that the idea is to create a flowing line of their own team's symbols.

Partner Games

Lead your partner through a maze. Blindfolded one person will be guided through a maze by their partner, to help create trust. Everyone must do both sides of this exercise.

Knife and Fork. In pairs members have to create whatever is said using only their bodies, in as short time as possible. Working together to solve a problem at high speed.

Two Eyes. Learn to create a picture one line at a time, without speaking or communicating in anyway.

By the end of the first half group members should have relaxed in each others company, feel they can trust each other more and be more willing to share things.

Lunch 1pm – 1.30pm



Second half of the day 1.30pm – 4pm

Warm ups

Pass the Clap (adding more things)

Human Bingo people are given a sheet with challenges on, they have to complete these challenges with anyone else in the group who will do them with them, once they have completed it then they can move on. The idea is to get a Bingo line across the board.

Yay Boo. Creating a group story with happy and sad elements, working together to help set up and propel the story.

PR Game. Create a product and a selling angle one by one, that no one in the group can say no to.

Customer care/role playing

Yes And. A scene between two or three people takes place and every sentence must start with 'Yes, and...'

Yes And with difficult customer. One of our players will play a difficult customer in a situation while a group member will use Yes And to try and diffuse the situation.

By the end of the day group members should be more relaxed with their co-workers and have had fun.

They should also be more aware of how to deal with difficult or demanding customers in a way that promotes good feeling and a positive outlook that makes the employees come out looking like they responded the best way possible. Improvisation is an every day tool, if we learn to 'Yes And' every situation that is thrown at us things will be resolved in a more amicable manner.