EO M103.03 – PARTICIPATE IN TEAMBUILDING ACTIVITIES

1. **Performance**: Participate in Teambuilding Activities

2. **Conditions**:

   a. Given:

      (1) Supervision, and

      (2) Assistance as required.

   b. Denied: Nil.

   c. Environmental: Classroom or training area large enough to accommodate the entire group.

3. **Standard**: The cadet shall participate in teambuilding activities and discuss the characteristics and advantages of a successful team.

4. **Teaching Points**:

TP	Description	Method	Time	Refs
TP1	Conduct the teambuilding activity “the Human Knot.”	In-Class Activity	10 min	C0-003 (p. 88)
TP2	Conduct the teambuilding activity “Memory.”	In-Class Activity	10 min	C0-005 (p. 27)
TP3	Conduct the teambuilding activity “Silent Birthdays.”	In-Class Activity	10 min	C0-003 (p. 95)
TP4	Lead a discussion on the characteristics of a successful team, to include: a. strong communication, b. mutual cooperation and support, c. sharing a common goal, and d. high esprit de corps. Have the cadets discuss the advantages of a successful team, to include: a. including everyone; b. producing a better outcome; c. making the task easier to complete because more people are involved; and d. develops communication skills.	Group Discussion	20 min	C0-004 (pp. 114-118)

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5. **Time**:

a.	Introduction / Conclusion:	10 min
b.	In-Class Activity:	30 min
c.	Group Discussion:	20 min
d.	Total:	60 min

6. **Substantiation**:

   a. An in-class activity was chosen for TPs 1–3 as it is an interactive way to present team building activities and the learning objective.

   b. A group discussion was chosen for TP4 as it allows the cadet to interact with their peers and share their knowledge, opinions and feelings about the advantages and characteristics of a successful team.

7. **References**:

   a. C0-003 ISBN 0-943210-44-5 Pike, B. & Busse, C. (1995). *101 more games for trainers*. Minneapolis, MN: Lakewood Publishing.

   b. C0-004 ISBN 1-58062-577-0 McClain, G. & Romaine, D. S. (2002). *The everything managing people book*. Avon, MA: Adams Media.

   c. C0-005 ISBN 0-07-046414-6 Scannell, E.E. & Newstrom, J. W. (1994). *Even more games trainers play*. New York: McGraw-Hill.

8. **Training Aids**:

   a. Presentation aids (eg, whiteboard / flip chart / OHP / multimedia projector) appropriate for the classroom / training area; and

   b. Collage provided in Annex A of the Instructional Guide.

9. **Learning Aids**:

   a. Collage found in Annex A of the Instructional Guide,

   b. Paper and pens, and

   c. Flip chart markers.

10. **Test Details**: Nil.

11. **Remarks**: Nil.

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