

ACTIVITY 2.11

TEAMBUILDING ACTIVITY: "Identity Crisis"

This fun activity emphasizes teamwork, active listening, following directions, and related concepts covered in the followership discussion (Activity 2.1).

Suggested Instructor

A cadet officer or NCO should lead the activity

Duration

15 - 30 min (depending on how many rounds you elect to play)

Scheduling Note

This activity is conducted during Week #2 of the recommended schedule (see page 17), but due to time constraints, it is not included on the schedule if the wing or group conducts Cadet Great Start over a single weekend.

Goal

Have fun while exploring basic concepts of followership

Equipment Needed

Masking tape

Pens or magic markers to write names on the tape

Tennis ball (1 per participant)

Bandanda (1 per pair of cadets)

1 hula hoop

LESSON OUTLINE

PREPARATION

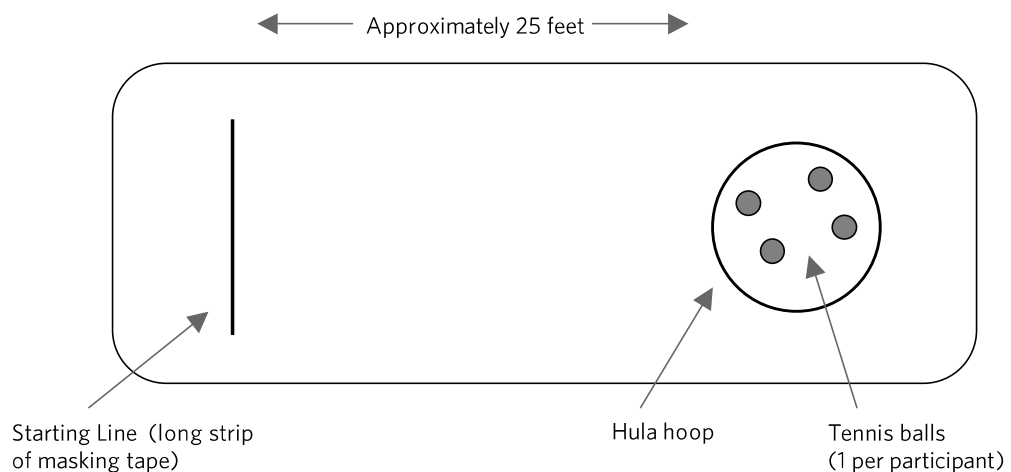
1. This activity can be conducted in a classroom, but clear away tables and chairs to make a large open space.
2. Divide the group into pairs.
3. Provide each participant with 1 tennis ball, a strip of masking tape, and a pen or marker. Have everyone stick tape to their tennis ball and write their name on it.
4. Allow each participant to place their ball in the hoop and come back to the starting line (see diagram below).
5. Have one person in each pair begin as the "blind" cadet by placing blindfolds over their eyes.

GAMEPLAY

1. This is a race. Each person is to retrieve their own tennis ball or their partner's tennis ball and return to the starting line.
2. One partner is allowed to see and talk, but cannot cross the starting line during the activity unless blindfolded. The other partner can cross the starting line and move toward the hoop, but is blindfolded.
3. Each "blind" player must safely go to the hoop, pick a ball, and show it to his or her partner. If the ball belongs to their team, the "blind" partner returns to the line with the ball and the partners exchange roles. If the "blind" does not find one of the team's balls on the first try, he or she keeps searching.
4. Balls must be carried from the hoop to the line; they cannot be thrown. Also, only 1 ball can be transported at a time.
5. First team to retrieve both tennis balls wins.
6. **Facilitators:** Balls are apt to be accidentally kicked out of the hoop area. Quickly return them to the hoop.
7. **Beyond the First Round:** Depending on the time available, allow the teams to play a couple rounds so they can learn how to master the game. Then, mix-up the teams so that each cadet is paired with a new teammate.

DISCUSSION QUESTIONS

1. What does this activity teach you about teamwork?
2. How important is communication in achieving the team's goals?
3. Is communication one-sided? Is it up to the seeing and talking cadet (the leader) to communicate well, or does the blindfolded cadet (the follower) have responsibilities, too?
4. What are some ways to "win" this game?



Based on an activity originally published in *Executive Marbles*, by Sam Sikes