

## Drop-In Session A:

# Team Building!

### Overview

Junior FIRST® LEGO® League team members will develop their teamwork skills through fun and engaging activities. They will create their own definition of teamwork, play team building games, and get to know one another.

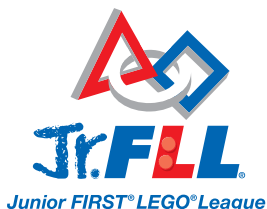
**Sessions:** 1 Session

### Time

- Session 1: Team Building!  
*Suggested Time: 1 hour*

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## Materials

- LEGO BuildToExpress for Education mini-kits
- Assorted LEGO elements
- 6-8 one foot lengths of string or yarn
- A paper cup full of water
- A beach towel

## Learning Objectives

### Language Arts

- Ask and answer questions about information from a speaker.
- Explain one's own ideas and understanding.
- Follow agreed-upon rules for discussions.

### Teamwork Skills

- Work together as a team.

## Session 1

### Team Building! (1 hour)

#### Session Placement

This session can be used anytime throughout the Jr.FLL season. It fits particularly well after *Think About It! Session 1: Encourage Teamwork and Establish Team Identity*.

#### ↓ This Time:

In this session, the team will be working to develop their ability to work as a team by creating a list of the team members' special skills and participating in a variety of team building activities.

#### Inspiration

#### Suggested Time: 20 min

Team work is an important part of the Jr.FLL process. Children have to work together to complete a model, conduct research, make a poster, and deliver a presentation. Helping the children on your team to come together and work as a group can be challenging, but it can also be fun and rewarding.

Prepare your team to work together by:

- Brainstorming some situations in which individuals have to work as part of a team or group.
- Brainstorming what the team thinks “teamwork” means in these situations.
- Having the team work together to create a definition of “teamwork” that they will use throughout the season.

**Hint:** A possible definition for teamwork is: “A group of people working together to complete a common goal.”

Record your team’s definition of teamwork and distribute it on cards for each team member to reference throughout the season.

## Activity

**Suggested Time: 30 min**

Team members will begin to develop their teamwork skills.

1. Begin by asking every member of the team to list the things they are good at. Create a chart of the team's special skills.

**Hint:** Encourage students to highlight their teammates' special skills or abilities, as well as identifying their own.

2. Have each team member identify one skill they would like to learn from another member of the team.

3. Work together to identify how each skill could help the team during their Jr.FLL season.

Below is a list of team building exercises in which teams can participate in order to get to know each other and learn to communicate feelings in a positive manner.

**Hint:** This will also help you team to gather team member information for your *Show Me* poster.

4. Choose one of these fun activities that you can do with your team to build their teamwork skills:

### **Option A: Team Building with LEGO Education BuildToExpress**

Distribute the BuildToExpress mini-kits and use the BuildToExpress “Team Building” challenge cards. Have each team member build a model in response the cards' challenges and take turns sharing their model with the rest of the team.

Refer to the *Junior FIRST LEGO League Coach's Guide to BuildToExpress* for more information on facilitating BuildToExpress sessions.

### **Option B: Interview Game**

Have team members and volunteers sit in a circle and act as a reporter. Ask questions about the team members' interests, hobbies, and personalities, and then go around the circle to collect answers from everyone. Team members can also take turns acting as the reporter and asking interesting questions of their team mates.

**Hint:** Choose a different person to answer first for each question. Also, consider adding questions about this year's Jr.FLL Challenge.

### **Option C: The Untangle Me Game**

The object of the game is for your team to work together—without letting go of their end of a string—and untangle the team. You will need six to eight foot lengths of string or yarn, with a hand-hold loop tied at each end—one for every two team members. If you have an odd number of team members, you or one of the volunteers working with the team can participate, but let the team members direct the untangling. To play the game:

1. Lay the strings on the floor, like the spokes of a wheel. Twist and tangle the strings together at the center of the “wheel” to form the “hub,” but do not knot them.
2. Gather your team in a circle around the string wheel—arms outstretched, fingers not touching.

3. Have each team member take hold of a loop in the string.
4. Have the team work together to try and untangle the string.
5. Only one person can move at a time without letting go of their loop.
6. The team will have to decide together who moves when and where.
7. Once they are done, they will discover their secret partner who was holding the other end of the string.

**Hint:** If students are a little apprehensive or unsure how to begin, you can encourage participation by guiding one pair of team mates through the task as an example, then ask them to change partners and have the whole team try. For very young teams, you may use different colored string.

### **Option D: Water Cup Races**

The object of this game is for your team to work together to maneuver a full cup of water across a predetermined distance. The challenge is that the cup of water has to be balanced on a beach towel that is being pulled taught by all of the members of the team. The team will have to communicate to organize their movements and make sure that all the team members are pulling tight on the towel and moving together to prevent spilling.

**Hint:** Adjust the amount of water or size of cup for different ages.

## Follow-Up

**Suggested Time: 10 min**

Review the team's accomplishments from this session by hosting a round of "Fuzzies and Pricklies." Gather the team in a circle and ask everyone to share one very positive moment (a fuzzy) and one challenging moment or situation (a prickly) they experienced during this session.

Prompt them by asking:

- How did you help one another?
- What was easy and what was difficult about working together?

**Hint:** Start by sharing your own "Fuzzy" and "Prickly" moments.

**Hint:** Fuzzies and Pricklies can be done at the end of every Jr.FLL session to encourage reflection.