



Team Builder: Are You More Like This or That?

- Page 18 of *12 Simple Do-it-Yourself Team Building Games and Icebreakers* by David Greenburg
http://www.myteacherpages.com/webpages/sgillespie/files/games_and_icebreakers.pdf

Objectives This on-your-feet activity helps team members get to know each other and appreciate each other on a new level, while learning how to capitalize on their commonalities and diversity.

Preparation Hang a sign on one side of the room that says THIS and one on the opposite side that says THAT. Make sure chairs and tables are arranged so that participants can easily move around the room.

Procedure Follow the script below, encouraging participants to explain their choices to the opposing side of the room during each round in Part I, but keep the conversation brief and the activity moving. Conduct Part II immediately after Part I.

Say Part I: Please stand in the center of the room. To learn more about our commonalities and differences, I'm going to read pairs of items, and if you feel that you are more like the first item, move to the "This" side of the room (point to the sign). If you feel that you are more like the second item, move to "That" side of the room (point to the sign).

You'll do this for each round. Ready? (Read from the list on the next page or create your own list).

Part II: Now please find a partner from anywhere in the room. Jot down your partner's name and together create a list of all the things you have in common. This list can contain anything – outside interests, zodiac sign, hobbies, family, anything you find in common. Aim for at least 10 items, but don't stop building your lists until I announce that time is up. You have two minutes. Begin! (Announce when two minutes has elapsed.) Find a new partner and repeat this process. (Do this for five to ten rounds.)

Discussion Questions What did you learn about each other? Were there any surprises? What's the longest list you created? How does our diversity impact the team? How can we capitalize on our commonalities and our diversity to strengthen the team?

Materials Required "This" and "That" signs, tape, list of choices, pads, pens or pencils

- Group Size Any

Comments This gets lots of laughs and really helps team members learn about each other

Approximate Time 15 – 45 minutes, depending on the number of people

Are you more like . . . “This” “That”

- | | |
|---------------------|------------------|
| 1. The sun | The moon |
| 2. Summer | Winter |
| 3. A dog | A cat |
| 4. An elevator | An escalator |
| 5. A pen | A pencil |
| 6. Wallpaper | Paint |
| 7. Go | Stop |
| 8. A taxi | A limousine |
| 9. Wine | Soda |
| 10. A rollercoaster | A merry-go-round |
| 11. Yes | No |
| 12. Silk | Cotton |
| 13. A hotel | A motel |
| 14. A lake | A river |

Wake Robotics Modifications

**** Some form of this team builder was used by Gabby’s JrFLL team (signs still up downstairs), PyroTech, Fiona’s FLL 87 team, Linda’s JrFLL team***

Focus on the aspect that this will let people get to know each other better, even if they’ve worked with each other a long time. And to work well as a team, it’s good to know more about how each other works or what each other likes.

Fiona’s team (FLL)

Focused on things that might be helpful within a team setting:

- like to talk, don’t like to talk
- build, program
- write, draw
- work with music, don’t work with music

At the end, each person talks about what they learned about other team members that they didn’t know before.

Linda’s JrFLL team

Goal was to get them used to listening to each other and seeing that each person had different ideas about why they liked different things (important for a decision making process that day)

Topic: Games

- Board games vs card games

- Soccer vs. basketball
- Minecraft survival vs creative
- Others...

Because they were young and we didn't want them watching where friends were going, we counted down 5 seconds of "thought" in the middle of the room before they could move. At the end of each round, one person was chosen to "interview" one person on the other side about why they chose that side -- and the other person asked them the same thing. Important to get more understanding of what was driving the decision.

Wrap up: each team member said one thing they learned about the other students that they didn't know before.

