

Listed are activities using the Organizational Building Blocks. All the initiatives are variation of activities used by professional and experiential enthusiast.

- 1. Don't touch me!** At the beginning of a program when the group is mentally stiff and not yet focused, this activity starts the creative juices flowing. As many people as possible explore ways to touch one block without touching each other.
- 2. Block Pass** The group will sit in a circle facing each other hands palm down on the ground. Using only their feet, the objective is to pass a block without it touching the ground. This stretches the group physically and mentally.
- 3. Block Pass II** The objective is to move from point A to point B. Participants cannot touch the block with their hands, as soon as the team develops a system, the facilitator will introduce more blocks. This is a perfect warm-up for any group.
- 4. Commonalties** Organized pandemonium occurs as the participants who share similar traits change blocks. One person stands in the center of a circle and calls out a trait, experience, etc. Those that share the trait must move off their respective block to an unoccupied block. "Getting to know you" never looked so fun.
- 5. Attributes** Every participant brings something to the group. This initiative allows the team members to identify their strengths and the team to acknowledge the wealth of talent available for the group's success. Attributes become an integral part of each initiative.
- 6. Foundation** As the group bonds and creates an open environment for learning, the resources used throughout the day become a metaphor for something much bigger. This provides a check-in process that gives the group a positive start to build upon.
- 7. All Aboard** Once the foundation is set, the lesson must be tested. The group is challenged to eventually balance all team members on top of the confined space of the foundation. This activity is a fun and easy task to lead the group into a day of learning and "Ah hahs!"
- 8. Boardwalk** The team is challenged to move in unison with each other and maintain continuous contact despite the diverse movements. Blocks are held end to end as the group moves to their next destination.
- 9. Block Line-up** The team uses the numbers and alphabet engraved on their blocks and line up in sequential order. Communication is limited and the group must use creative methods to exchange necessary information.
- 10. Block Shift** The for the **OBB** system is learning. Many times this entails a shift in perspective or simply a look at the "other side." The team stands on top of their blocks as close as possible and then is instructed to turn their blocks over without touching the ground. This activity allows the group, collectively and individually, to physically experience a change in attitude and approach.

**11. Leap Blocks** The only rule is to place the blocks an arm's length apart. The group will stand on top of the permanently placed blocks and proceed to get into an order. The group support necessary is obvious; the more illusive "group think" is what a day is built upon.

**12. Key Pad** The task is simple: touch the twenty-five numbers randomly placed on the ground in sequence as quickly as possible. The process of planning, performing and cooperating are the key learning points.

**13. Writer's Block** The group is sub-divided into smaller teams and asked to spell a word using the letters on the blocks. Creativity, cooperation, and chaos all become factors.

**14. Building Blocks** The team's task is to build the tallest, free-standing structure using the maximum amount of blocks.

**15. Quad Jam** The group standing in a square, on top of their blocks, must rearrange in a specified order without touching the ground. Initially, each participant appears to be an "island." Immediately the group must create a community to accomplish the task at hand.

**16. Dave's Block Exchange** Four teams work separately and together to create a six block numerical or alphabetical sequence. The characters on the blocks are the only resource.

**17. Round up** Similar to the Quad Jam, the group stands on top of their block. With the numbers facing the ground, the blocks must be arranged to a specified order. Participants cannot touch the ground.

**18. Blind Polygon** The group's objective is to form a geometric shape with the blocks while blindfolded. This activity can be performed with the rope included as well.

**19. Minefield** This activity can be loud and chaotic. One half the team is sighted standing outside of the minefield area shouting instructions to their blindfolded partner. The metaphor is far reaching.

**20. Maze** The blocks form a grid system on the floor. Only one member of the group possesses the map with the acceptable path. This team member, the navigator, is limited in the directions they can provide. The other team members collaborate to discover the correct path. The team must work together and leverage information as it becomes available. The limited directions, unsure path and level of cooperation necessary resembles many team projects and work environments.

**21. Block Retrieval** Using the minefield setup, partners collaborate to retrieve their respective blocks. One partner is blindfolded and the other is sighted. Distinguishing marks on the blocks are facing the ground and the only person allowed in the retrieval area must be blindfolded.

**22. Blocked Traffic** From the structure of this activity to the solution, the group is challenged to a point of frustration. The group works together to solve the riddle of moving one team to the other team's blocks, one move at a time. A group must plan, must communicate and most importantly, must be able to handle pressure. The only thing not blocked is the potential for success and team learning.

**23. Product Delivery System** The objective is simple: roll a ball using the blocks as the only resource. The entire group must be a part of the process and the ball cannot stop. The solution is simple: team work. The execution is the challenge.

**24. Blocked Building** The group divides into three teams. There are two construction groups and one consulting group. The challenge is for both construction groups to build identical structures using blocks with the help of the consulting group. No group is allowed to view both structures, but everyone is allowed to exchange first hand knowledge.

**25. Resources** The group is allocated a certain number of resources to travel between point A and point B. Initially, it might look impossible to the group, but they will learn to utilize the resources completely. This includes accepting the diversity of the group and raising the team's potential to new heights.

**26. Meuse** The team is presented with the challenge to cross from one shore to the next. Nine blocks are placed randomly throughout the area between the two shorelines. Two boards are supplied as resources. Initially, these boards do not appear to be long enough to reach all the blocks. The group will work to identify the correct path and combination of boards that allow the entire team to cross.

**27. Islands** The team starts on one platform and must devise a way to move the entire group past one island to the final destination. The only resources available are two boards which are not long enough to span the distance between each platform.

**28. Value Statement** This is a great large group activity. Teams are asked to form based on the value placed on a particular word. Then the fun begins as teams try to persuade, conjole, or strong arm other teams into sharing their word.

**29. Path to Success** This activity illustrates that the path to success is unique to each group. The starting point and final destination are identifiable, it is the path taken that is rarely predictable. This activity uses individual maps and the collaboration of the entire group to create a successful path to the final goal.

**30. 360 Degree Feedback** This is a powerful model that allows participants to give honest and constructive assessment to fellow teammates. Specific feedback is recorded on each team member's block.

**31. Block Exchange** At the end of a day there are shared experiences, group bonding and collective learning. This final activity using the resources of the day creates a connection between the metaphors and each participant. The block provides a tangible recognition of the learning and a public appreciation for the team member. This initiative will always reflect the depth of the day.

**32. Block Exchange II & Group Closure** This activity allows participants to acknowledge self and others and turns the blocks into rewards taken away from the program.