

# INDOOR OLYMPIC GAMES





# STRUCTURE BUILDING



- Each team will be given limited resources and a plan to build a structure within a limited time.
- After finishing the building, each team has to present its structure and test its stability.
- There will be 3 rewards or more (e.g. tallest, strongest, most creative..)

30/120 Minutes

Team Spirit & Creativity (In/Out)

Up to 500 Pax

# SURVIVE ON THE BRIDGE



- There will be cardboards prepared for you to build a bridge with. Each team will be provided with the same amount of materials.
- There are two options:
  1. Bridge for humans : Everyone has to be able to stand on it without the bridge collapsing.
  2. Bridge for remote control car : The remote control car has to drive crossing bridge without the bridge collapsing.

20/60 Minutes

Team Spirit & Strategy (In/Out)

Up to 200 Pax



# EGG DROP



- Each team will get materials to craft an egg package. Brainstorm and manage to protect the egg from a fall.
- When time's up, each team has to present its package.
- Let's see which team manages to keep the egg unbroken.

30/60 Minutes

Team Spirit & Creativity (In/Out)

Up to 200 Pax



# PASS THE HOOLAHOOOP



- Form a line and hold hands.
- Pass the hoolahoops from the beginning of the line to end without letting hands out.
- The team that finishes has to sit down.
- Winner gets more points or loser gets punishment.

10/20 Minutes

Team Spirit & Sporty (In/Out)

Up to 400 Pax



# PASSING SUPER POWER



- The team members will sit, forming a circle. Music will play, there will be several items like tape, powder and lipstick but a simple stick as well.
- The items will be passed around to the next person, behind the back. Once the music stops, the people holding the items will have to stand up.
- The people with the lipstick will be the fashion victims and other persons will have to apply the makeup on the fashion victim.
- All the fashion victims for each team will proceed with a catwalk on the stage with music and their team greeting them.
- The funniest and most creative team will win the most points.

20/30 Minutes

Icebreaking & Creativity (In/Out)

Up to 200 Pax



# THAI BRACELET CLASS & COMPETITION



- You will have a chance to learn more about Thai culture and Thai Art using flowers.
- A Thai bracelet maker will teach you how to do it. All of you will get your own handmade bracelet.
- When the class finishes, each team has to do one bracelet together.
- You will sit in line and each person will have 30 seconds to make it and then will have to pass the bracelet to the person behind. The team that finishes first or made the most bracelets wins.

20/30 Minutes

Team Spirit & Cultural (In/Out)

Up to 100 Pax



# DODGE BALL



- Divided into 2 teams on 2 sides with a defined number of balls in the middle.
- Start the game by getting a ball.
- Throw the ball to the other side by trying to hit the other team players. If it's a hit, that person is "dead".
- Dead person has to stand in the back of opponent team.
- If the ball is caught by the opponent, the thrower of the missed shot is "dead".
- If the "dead" can catch and throw the ball to hit the opponent, they are back alive and go back to their team.

10/30 Minutes

Team Spirit & Sporty (In/Out)

Up to 200 Pax



# TRUST LEAN



- Stand in circle.
- One person stands straight in the middle.
- Team members standing in circle push the one in the middle.
- Try to save and to not let fall that person.
- Change the person in the middle after a while.

10/20 Minutes

Team Spirit & Icebreaking (In/Out)

Up to 500 Pax



# MISSING PUZZLES



- Each group will be provided with puzzles.
- The group that finishes first wins.
- The thing is, puzzles are incomplete and the missing pieces will be found in other groups puzzle boxes.
- Negotiate in order to obtain your missing puzzle pieces.

30/60 Minutes

Negotiation & Strategy (In)

Up to 200 Pax



# MUTE



- Each team forms a line, everyone is watching in the same direction and the last person in line will go to the game master to look at the marker picture.
- This person will tap on the shoulder of the person in front of him/her for him/her to turn back and then will start the mime.
- You will use your body language for this person to guess the word. Once the person thinks they got the word, they tap on the shoulder of the person in front and then until the end of the line.
- The goal is to keep the chain with the original word until the end.
- Unexpected results and ridiculous poses guaranteed.

10/30 Minutes

Icebreaking & Communication (In/Out)

Up to 200 Pax



# AEROBIC DANCE



- There will be an Aerobic instructor who will teach you how to practice aerobic dance.
- After some training, each participant will have to come up with their own dance moves and lead others to do it.

20/60 Minutes

Ice Breaking & Sporty (In/Out)

Up to 100 Pax



# EGG AND SPOON



- Hold a egg with a spoon.
- Run to the destination without dropping the egg.
- Pass the spoon to another team member as he will have to do the same and so on until everyone is done.

10/20 Minutes

Team Spirit & Sporty (In/Out)

Up to 400 Pax



# WINNER OF THEM ALL



- You'll learn songs and dance moves.
- Sing together and when the song ends, stand and find an opponent for a Rock Paper Scissors duel.
- The winner continues to play by playing against new opponents while the loser has to follow the winner.
- In the end, there will be only two long lines.
- Let's see who wins.

10/30 Minutes

Icebreaking (In/Out)

Up to 400 Pax



# SELLING EACH OTHER



- There will be many colorful balls with different points on them.
- N°1 gathering as many info. about n°2 in order to select that person.
- There will be an assigned role for each participant such as collector, Attacker and Defender.
- Each pair goes out and the seller present its partner.
- Do your job ; get and save as many balls as you can.
- The one being sold need to be silent whether info is correct or not.
- You can steal from other group's collector or from their base, depends on your strategy.
- The team reaching first the assigned score will be the winner.
- After it is done, it's time to sell yourself. And discuss how everybody feels.



# WIZARD OF OZ



- Each team member will have a word on the back, you have to show it to other team members while hiding it from your opponents .
- Discover the other teams words and give them to the staff to use those words to create a sentence.
- Brainstorm and conceive strategies to get a maximum of words without revealing yours.

20/30 Minutes

Team Spirit & Strategy (In/Out)

Up to 100 Pax



# TRUST WALK



- Your team will be blindfolded.
- One person will be the navigator that has to lead the team to the final point in safety without touching.
- Rules can be adapted.

10/20 Minutes

Team Spirit & Icebreaking (In/Out)

Up to 400 Pax



# EARTHQUAKE



- There will be a paper or rope to limit your space.
- Your team has to fit in that space.
- The space will become smaller from time to time.
- Make your best score and win against other teams.

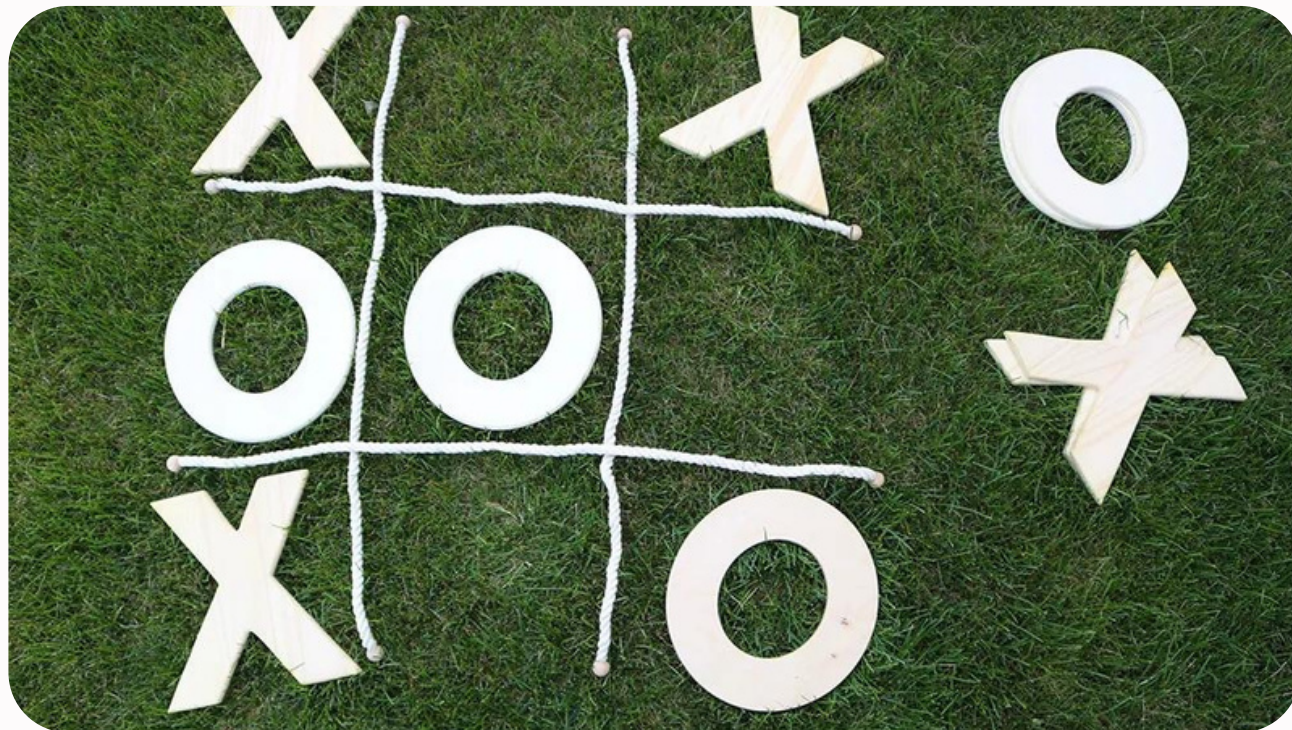
10/20 Minutes

Team Spirit & Icebreaking (In/Out)

Up to 400 Pax



# TIC TAC TOE



- It's the basic XO game that we used to play back then but this time its not on paper but in real life.
- Your team will have 3 objects (either Cross or Nought). First 3 persons will hold them.
- When game starts, first person has to run to the XO table and put the ball on the grid.
- Tap the next person hand so that person can start running to the XO table to change the object position.
- Do it until one team wins. Make it best of three matches.



# PERFECT SQUARE



- All of you will be blindfolded.
- There will be a long rope.
- You will have to make it into a square shape.
- Let's see how perfect your square is !

10/20 Minutes

Team Spirit & Communication (In/Out)

Up to 400 Pax



# PHOTO HUNT



- You will be divided into two teams.
- Each team has to go in front to do some freezing action (e.g. a photo).
- Other team has to memorize this photo for a period, after that, turn around.
- The team in front changes some actions like hand position, clothes (e.g. removing socks), or anything.
- Other team turns back, facing team in front.
- identify the changed actions to get the points.

10/20 Minutes

Team Spirit & Creativity (In/Out)

Up to 100 Pax



# DEAF THEATRE



- Each team gets a story.
- All of the team members need to do a roleplaying without speaking.
- After the show ends, if each other team can guess the story correct, your team gets point.

10/20 Minutes

Team Spirit & Creativity (In/Out)

Up to 80 Pax



# SCAVENGER HUNT



- Split into teams.
- Each team will get assignments to complete (e.g. taking funny photos, talk with stranger, eat something ..)
- The team that gets the most points or finishes first will be the winner.

20/60 Minutes

Team Spirit & Strategy (In/Out)

Up to 200 Pax



# BALLOON QUESTIONS



- Write down any question and put the paper in the balloon.
- Blow it and together, hit them into the air. Don't let them down.
- After a while grab any balloon, then pop it and answer the question.

10/20 Minutes

Icebreaking & Communication (In/Out)

Up to 200 Pax



# THE HUMAN KNOT



- All the participants have to stand in circle, grab the hands of two different team members on the opposite side of the circle.
- Then, players must untangle themselves without letting go the grip.
- The exercise is over when the group becomes a ring with no hands remaining in the center.

10/20 Minutes

Cohesion & Strategy (Out)

Up to 500 Pax

# BOMB DISPOSAL



- A balloon is a bomb. It must not hit the ground.
- Your team will get the number of hit that you have to perform on the ballon in order to dispose it.
- One person can't hit the ball twice in a row.
- Take your time to think of strategy.

10/20 Minutes

Team Spirit & Strategy (In/Out)

Up to 200 Pax



# PRAISE CHALLENGE



- Pair up.
- look at your partner.
- Find good thing about your partner.
- Look into his eyes and tell him.
- After that the other side will do the same.
- Who can tell more will win.

10/30 Minutes

Icebreaking (In/Out)

Up to 60 Pax

# ROLE PLAY PLANE CRASH



- Your plane crashed and only your group survived.
- There are 15 items in the airplane of which only 3 can be taken out.
- Discuss and choose within 10 min before the plane explodes.
- After that, a new plane comes to save you but only one of you can go. Choose who will be that one
- When finished, ask what players got from this game.



# SELLING EACH OTHER



- Pair up and choose who will be n° 1 and n°2.
- N°1 gathers as many infos about n°2 in order to sell that person.
- After a while, you switch.
- Each pair goes out and the seller present its partner.
- The one being sold need to be silent whether info is correct or not.
- Audience can ask question when finished selling.
- After it is done, it's time to sell yourself. And discuss how everybody feels.

10/20 Minutes

Team Spirit & Icebreaking (In/Out)

Up to 50 Pax

# WEREWOLF



- Sit in circle and pick a card.
- There will be 'werewolf' and 'villager'.
- Werewolf has to eat villagers during the night.
- Villagers need to find out who is the werewolf during day in order to eliminate it by voting.
- Every day one person needs to be voted out.
- If the werewolves are out, villagers win and vice versa.



# MY STORY IS ?



- Each table gets a set of objects that will determine what you will have to say ; telling the truth or lie about something .
- Each person has 3 minutes to tell a story, other people have to guess if that is true or not.
- Who gets the most right guesses is the winner and obtains the prize.
- The best liar and pretending to be a liar will get a prize too !

30/60 Minutes

Creativity (In)

Up to 100 Pax

# BASED ON A TRUE STORY



- Divided into groups, each person writes a true story within 1 to 3 sentences (e.g. something funny, unbelievable ...) then roll it in order to put it in a box.
- Everybody draw a paper from the box and read it silently. Then, come up with a story related to it and tell everyone.
- Have fun listening to a new story “based on true story”
- Then guess to who happened the true story.



# SUPER DOMINO



- Each team is provided with dominos.
- Create the most amazing Dominos structure on your table.
- Let's watch each team pushing it and who gets the best chain reaction !

30/90 Minutes

Team Spirit & Creativity (In)

Up to 100 Pax

# WE ARE SHAKESPEARE



- Form a line. First person must wear a Shakespeare costume.
- Each player has 1 minute to run to a table and write any story.
- When the time is up you have to run back to your team. Then, pass the uniform to next team member.
- Do this until everyone in the team wrote something.
- Let's see if you surpassed Shakespeare !

20/30 Minutes

Team Spirit & Creativity (In)

Up to 100 Pax



# STORYTELLING CONTEST



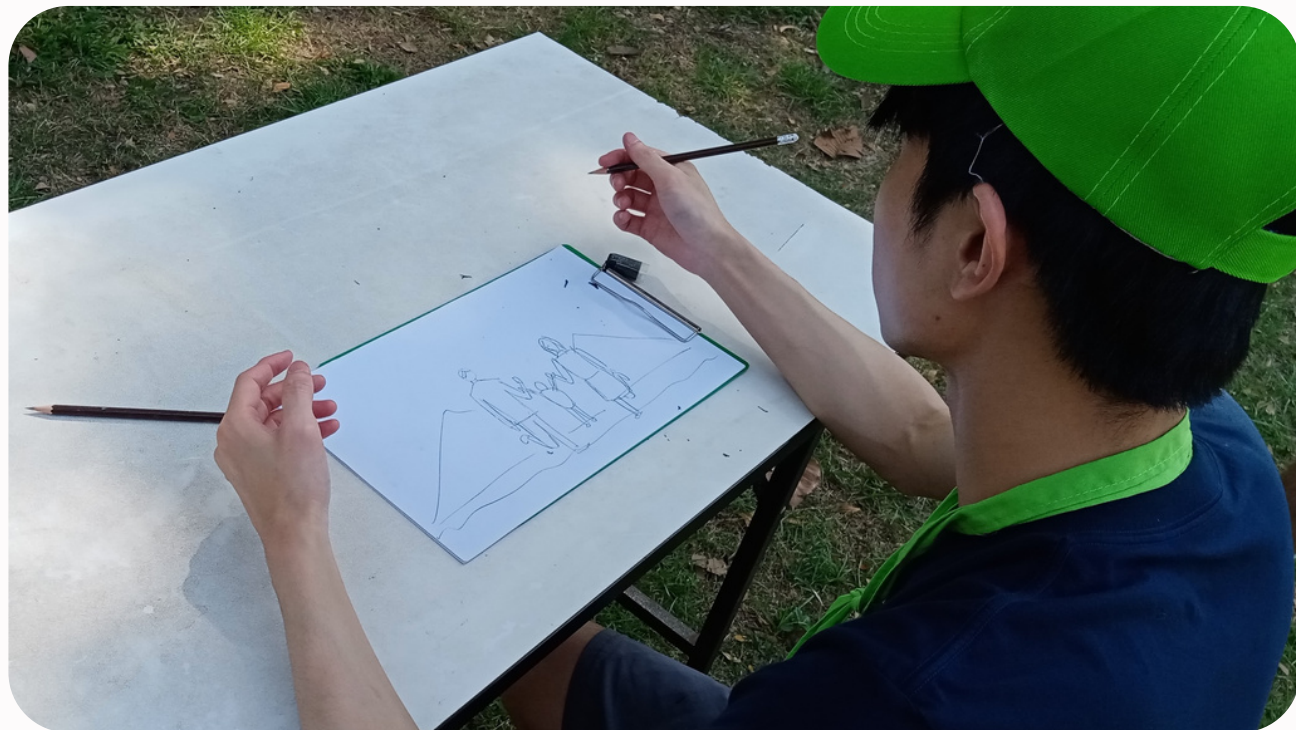
- One by one, players draw a drawer.
- Then, they tell a 3 minutes story of what they drew.
- A reward will be given to the funniest/inspirational story.

30/60 Minutes

Team Spirit & Creativity (In)

Up to 100 Pax

# DRAW WHAT YOU HEAR



- Divided into groups, some will be Artists, others will be Photographers.
- The Photographers will have to look at the picture and go back to tell the Artists.
- Then, the Artists will have to draw what the photographer described.
- When time is up, let's see the results and switch roles.

20/30 Minutes

Team Spirit & Creativity (In/Out)

Up to 100 Pax



# WHAT'S IN THE ROOM ?



- Each group will have the right to pick an object in a room.
- Think of the best way to sell it ; give it a marketing strategy, a brand name, a logo ... anything that could persuade someone to buy it.
- Present it in front of everyone.
- The group that gets the most buyers wins.

30/90 Minutes

Brainstorming & Team Spirit (In)

Up to 100 Pax

# CAN YOU SEE ME ?



- There will be personality tags for you to pick, stick it to the back of someone (that must not see it) when you think to corresponds to their personality.
- After a while, try to guess what are the personality tags other players gave you.
- Once you guessed five of them, you can stop.

30/45 Minutes

Communication & Team Spirit (In)

Up to 100 Pax



# CONTACT OUR TEAM



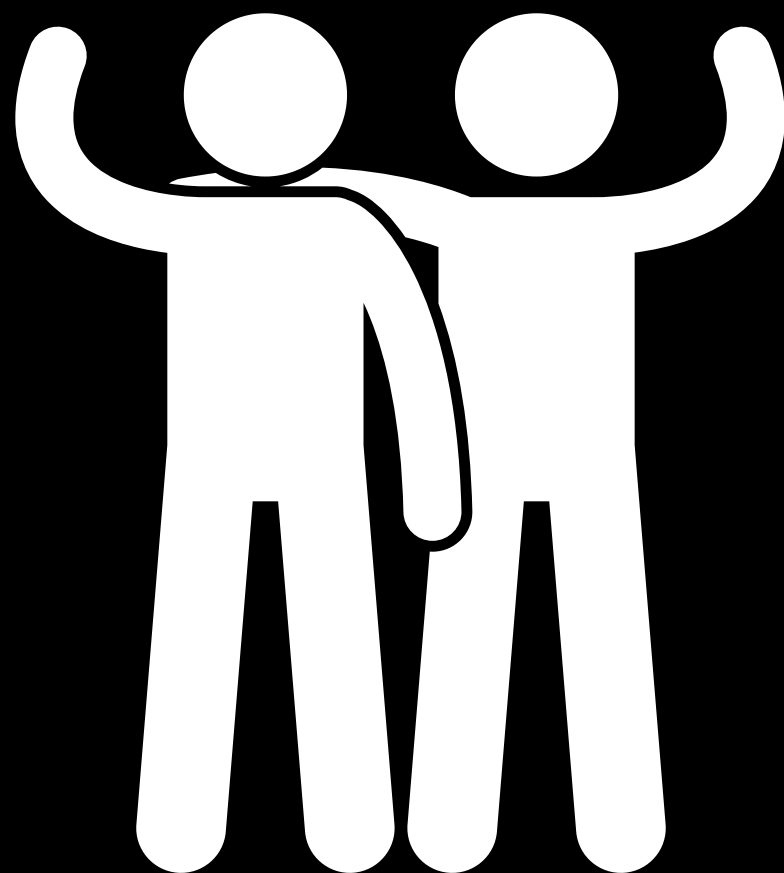
BENJAMIN.CONRAZIER@GMAIL.COM  
+66 (0) 91 050 1408



TANNY.BKKFRENCHTOUCH@GMAIL.COM  
+66 (0) 87 492 2684

**For further information : <https://teambuildingbkk.com/>**

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