Leadership Games

**Reach** – ask your leaders to “reach as high as they can” as a way to warm up and stretch. Wait 5 seconds and ask them to reach a little higher. How many could reach higher on the second ask? Be prepared from the beginning.

**Starter Cards** – a fun and multilayered mixer with the power to create smaller and more intimate groups

* **Everybody Go** - Say, “Everybody Go” and demonstrate a movement (hand clap or spin around). All other players excitedly say, “yes” and repeat the motion. Creates a supportive and positive atmosphere!
* **Gather by Letter** – gather by critter and identify 3 leadership qualities associated with your animal

**Index Card Gather** – find your team based on what makes sense. Green/Yellow/White/Orange/Pink – Index cards

* **Thiagi Cards** – write an adjective that describes a great leader. Rapidly exchange cards with as many fellow leaders in 20 seconds. Stop. Hold one card. Find a partner. Share the word with your partner. Grade the cards where the total = 7. Must use whole numbers. Repeat 4 more times. Add the 5 numbers on your card. Circle up. Share top scores.

**Status** – place a mystery card on your forehead and mingle with other leaders. Treat your colleagues based on the value of the card. Line up in numeric order where you feel like “you” fit in!

**Duck Thing** – “test your coordination!” Put your hand up. Start making circles. Create a duck bill with your other hand. Move your duck bill toward your face and put it on your chin…on your chin…on your chin. Do what I say or Do what I do?

**Musical Perception** – play 30 second clips of a variety of songs. Did the leaders like the songs? Why or why not? Discuss.

**Knee to Knee** – find a partner. Sit close enough together so the knees touch. No talking for 1 minute. Discuss

**Compliments** – find a partner and compliment them. The only response is “Thank You!”

**Constructive Feedback** - find a partner and give them some constructive feedback. The only response is “Thank You!”

**Right Hand Up** – circle up. Hold hands. Raise your right hand. Resistance from your partner. Give and take?

**Snowflake** – give each leader a sheet of paper. Have them close their eyes. No questions during the exercise. Fold the paper in half. Tear off the upper right-hand corner. Spin the paper 90 degrees. Fold it again. Tear off lower left corner. Open eyes. Look at the paper. How was my communication?

**Tarp sequence** – create an 8x8 grid. Create a secret path across the grid. Allow the team 5 mistakes to navigate the path.

**No Ditto Count** - clump in a tight circle. Close eyes. Randomly count from 1 to 10 in order. When 2 numbers are spoken at the same time, start over

**Popsicle sticks** – give one popsicle stick to each leader. Throwing contest for distance. Why popsicle sticks? IF I cheat and use a rubber band, what can you predict?