



Overview

This scavenger hunt at a local mall focuses on giving back to the community by purchasing items for kids in need. Small teams search for specific items or participate in shopping challenges while collecting points.

Our Game Time challenge may have you competing in an informal Rock, Paper, Scissors stand-off or searching out a crossword puzzle at a local bookstore and answering a sampling of across and down clues. Enjoy the Keeping the Beat set of challenges in which music, bands and noise-making are prevalent. Ultimately choosing thoughtful gifts for the kids at local hospitals, shelters or community programs makes everyone feel like a winner.

BENEFITS

- Presents an experience that builds teams while contributing to kids in need.
- Inspires strategic thinking and consensus building.
- Taps the wealth of experiences of all team members to creatively complete the missions.
- Fosters healthy competition that keeps everyone “in the game”.

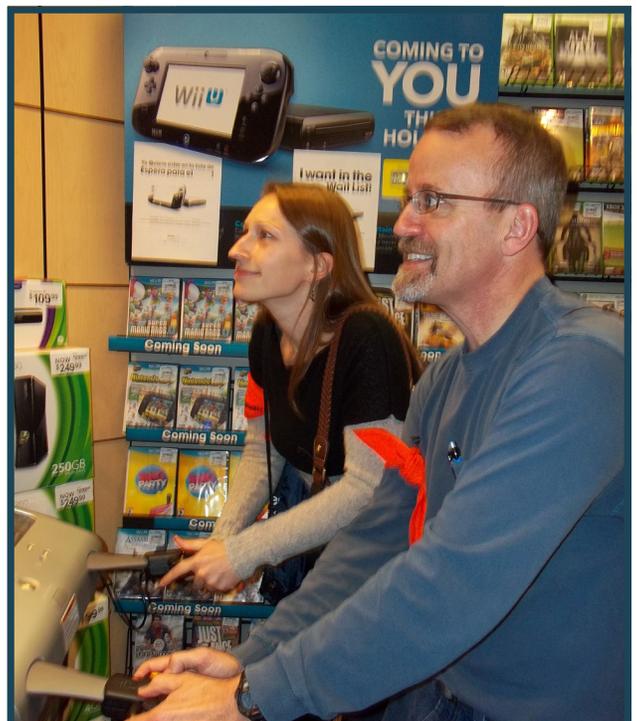
BLEND WITH CORPORATE TRAINING

Play for the Kids puts you into project teams assigned to work together on unfamiliar tasks. Integrating our [Decision-making for Teams](#) workshop would provide the teams with new tools. Our [Storytelling](#) workshop, which highlights our personal motivational stories, can also help establish themes for the event.



NUTS & BOLTS

- Indoor or outdoor
- 3 hours
- Team size of 4; group size of up to 75
- All fitness levels
- Portable: at a shopping area or mall





INTRODUCTION AND OVERVIEW

The team is motivated to “take to the shops” with the goal of providing gifts for local children in need. We review the timeline and guidelines for the shopping missions. (approximately 20 minutes)

ROLES AND GOALS

Each small team takes a few moments to learn more about each other’s strengths and agrees upon goals. (approximately 10 minutes)

TRANSPORT TO SHOPS

We may drive or walk over the retail area. Sometimes we simply meet there. (approximately 10 minutes)



PLAY FOR THE KIDS

Teams usually have about a half hour to complete each of the four missions. Each set of themed missions incorporates creative problem-solving and photo assignments combined with making a purchase for a specific age and gender child. Once all challenges are complete for a given themed mission, they can return to base camp. Facilitators check them in for the mission, score them quickly in real time and then distribute the next mission. (approximately 2 hours)

DEBRIEF

Our conversation connects the group’s goals and team dynamics observations to their work environment. We find that awareness of individual strengths is highlighted along with project team management and the power of teamwork for the greater good. We often have a representative from the charity there to accept the gifts and share more about the services they offer. (approximately 15 minutes)

PROGRAM COMPLETE

(approximately 3-3.5 hours)

