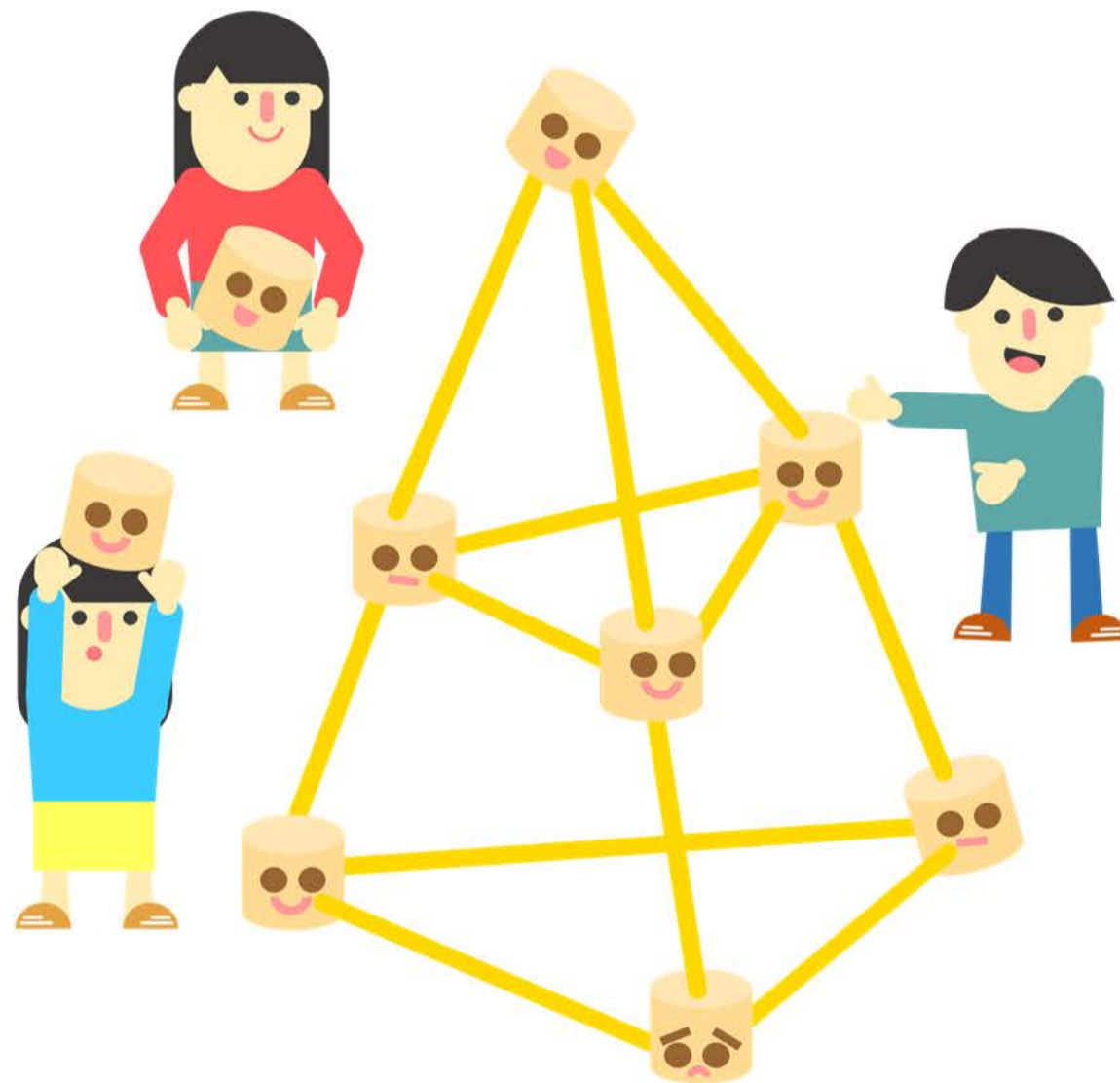


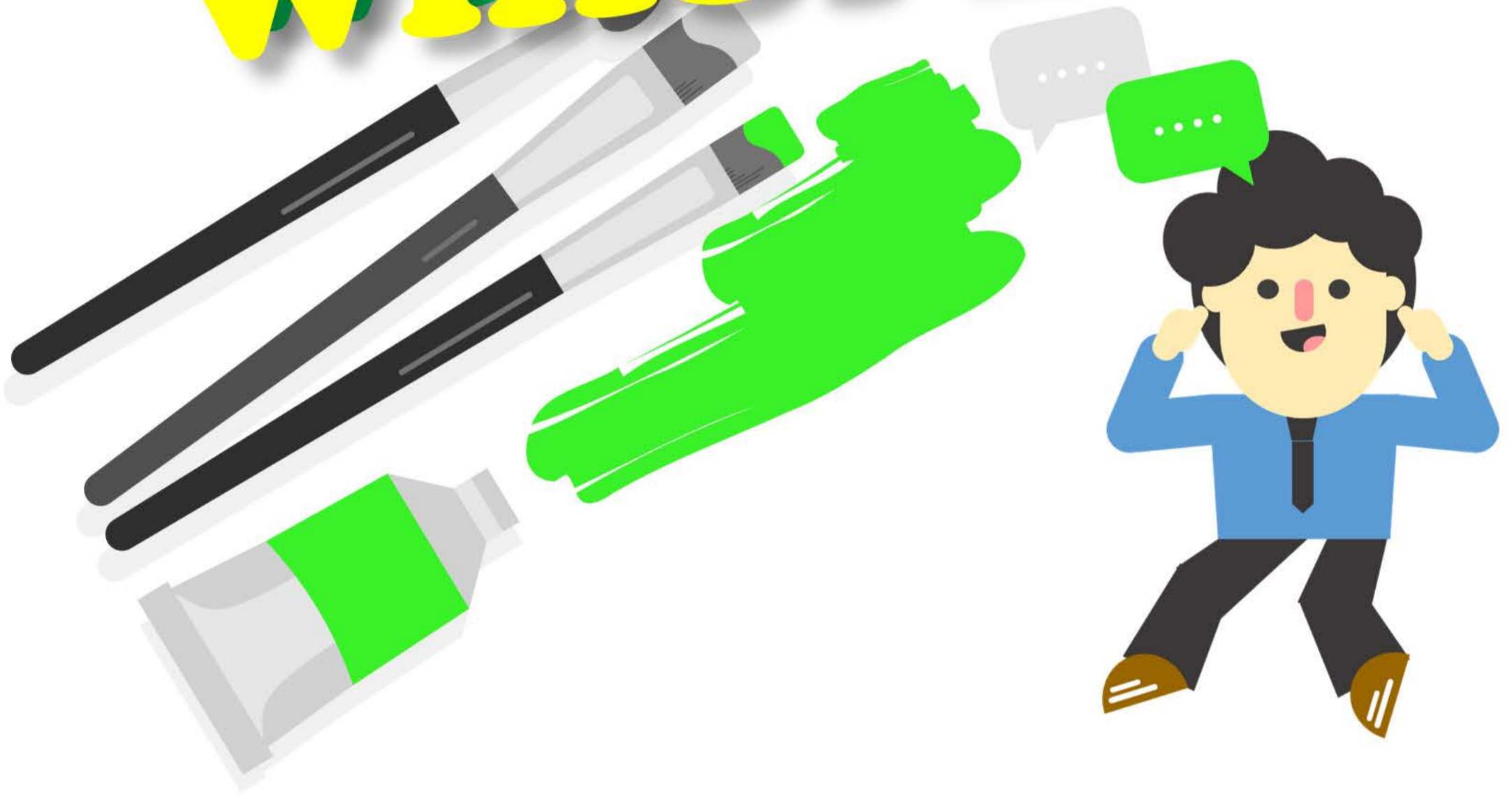
# MARSHMALLOW TOWER



## HOW TO PLAY

- Participants form teams of 5 (two or more teams can compete)
- Each team gets marshmallows, spaghetti, and tape
- They have 8-10 minutes to build a tower out of these materials
- The winning team is the one that builds the tallest tower and places the marshmallow on top of it without having it fall for 1 minute

# SKETCHY WHISPERS



## HOW TO PLAY

- The first team player receives a word that they have to draw
- The next player writes down their guess on what the drawing represents
- The third player again has to draw, this time what the person before wrote down
- This repeats two further rounds
- The goal is to come up with the final word as close as possible to the original one



# BUSY COOKS



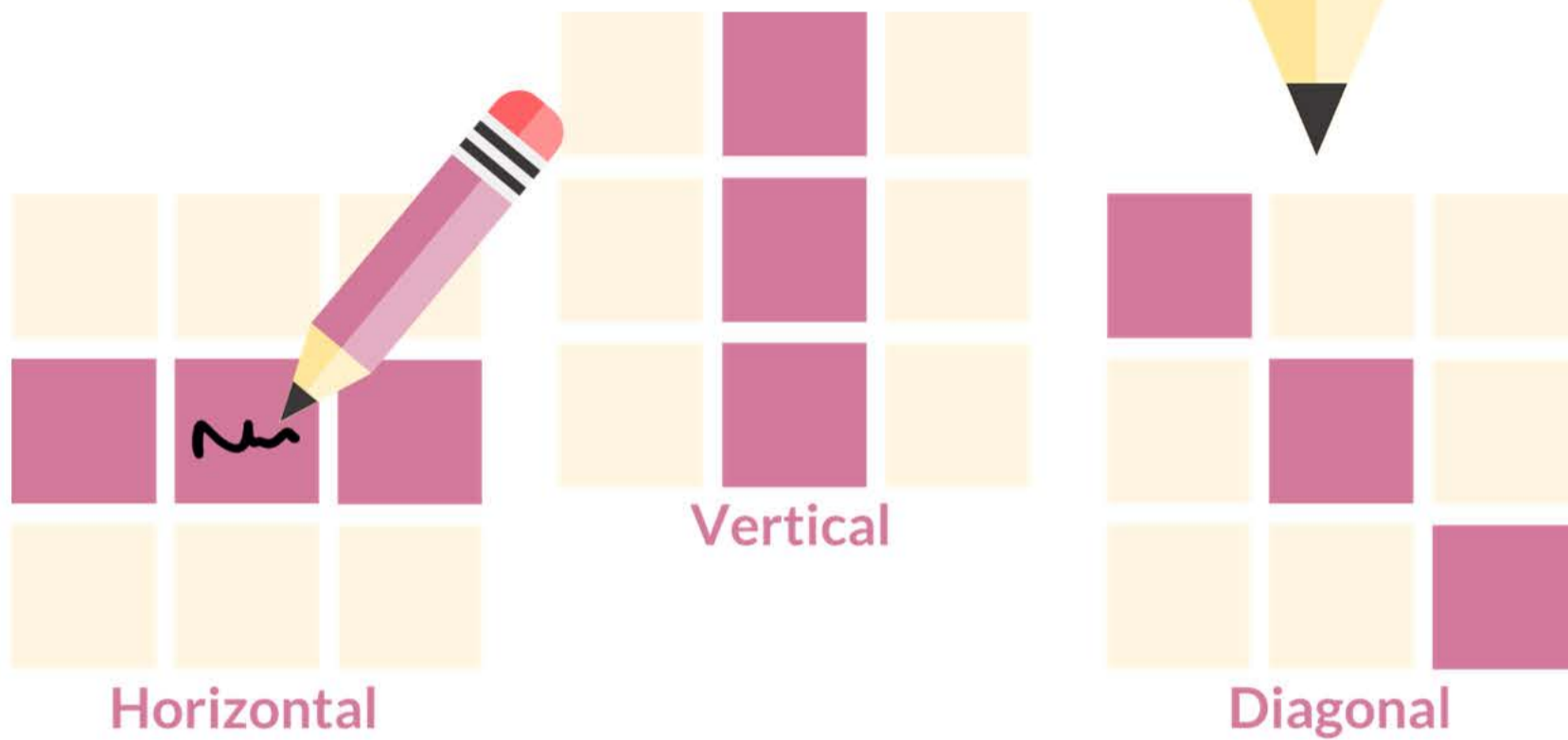
## HOW TO PLAY

- You play 5 rounds, 2 minutes each
- Before each round, you have 1 minute to:
  - do a retrospective on your collaboration
  - plan your strategy
  - estimate how many balls you are going to pass
- After each round, record the outcome and the dropped balls

## RULES

- Everyone touches each ball once (or more)
- Don't pass balls to your direct neighbor
- While handing over, the ball has to have "airtime"
- Return the balls to the starting person
- Dropped balls cost 2 points

# HUMAN BINGO



## HOW TO PLAY

- Participants are given printed bingo sheets with pens
- To win a round, participants must get signatures on the sheet from other participants
- Each person you talk to may only sign once
- Once a person successfully obtains a full row (whether vertically, horizontally, or diagonally), he or she shouts “BINGO” and wins

