



The Internet Resource for Multifamily Professionals.

To Build A Car

OBJECTIVE: Team builder; helps to spark creativity; to identify strengths of individual team members.

PROCEDURE: Break group into teams of five or six. Give each group one sheet of flip chart paper and assorted markers. Each group is instructed to draw the outline of a car on the paper. To save time, the instructor may provide the outline of the car in advance.

Each member adds one detail to the drawing to illustrate a strength he or she brings to the group, and labels the relationship. For example, a participant might add headlights and explain, "I provide long-range vision".

The teams take 15 minutes to draw their cars, after which they explain their drawings to the group. Each team member describes his or her own addition to the car.

Property Management Variation – instead of using a car, try using a golf cart (a popular mode of transportation on multifamily communities!) or even an apartment building. The possibilities are endless!

MATERIALS REQUIRED: Flip chart paper, markers, timer/watch/clock

APPROXIMATE TIME NEEDED: 20 to 30 minutes

SOURCE: Adapted from 101 Games for Trainers by Bob Pike with Christopher Busse. This title is available at www.Amazon.com for \$15.36 (and it's worth every penny!)