Best Collaborative Power

Values Game
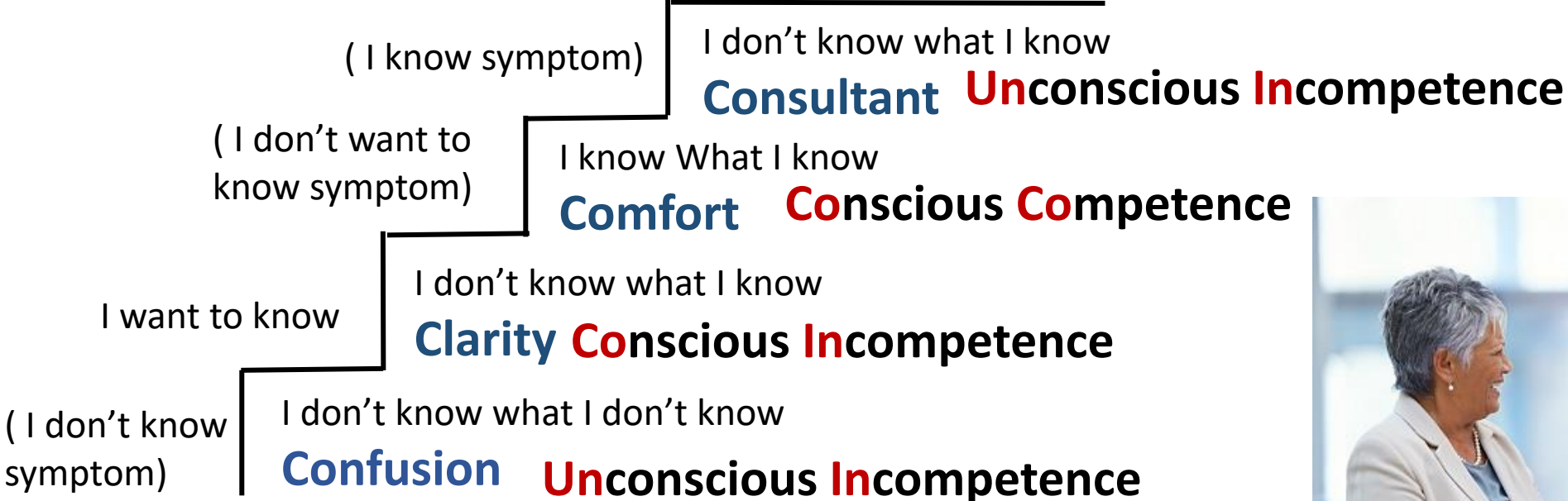
Make Your Years Count

Arrange in sequence of Year Of Service
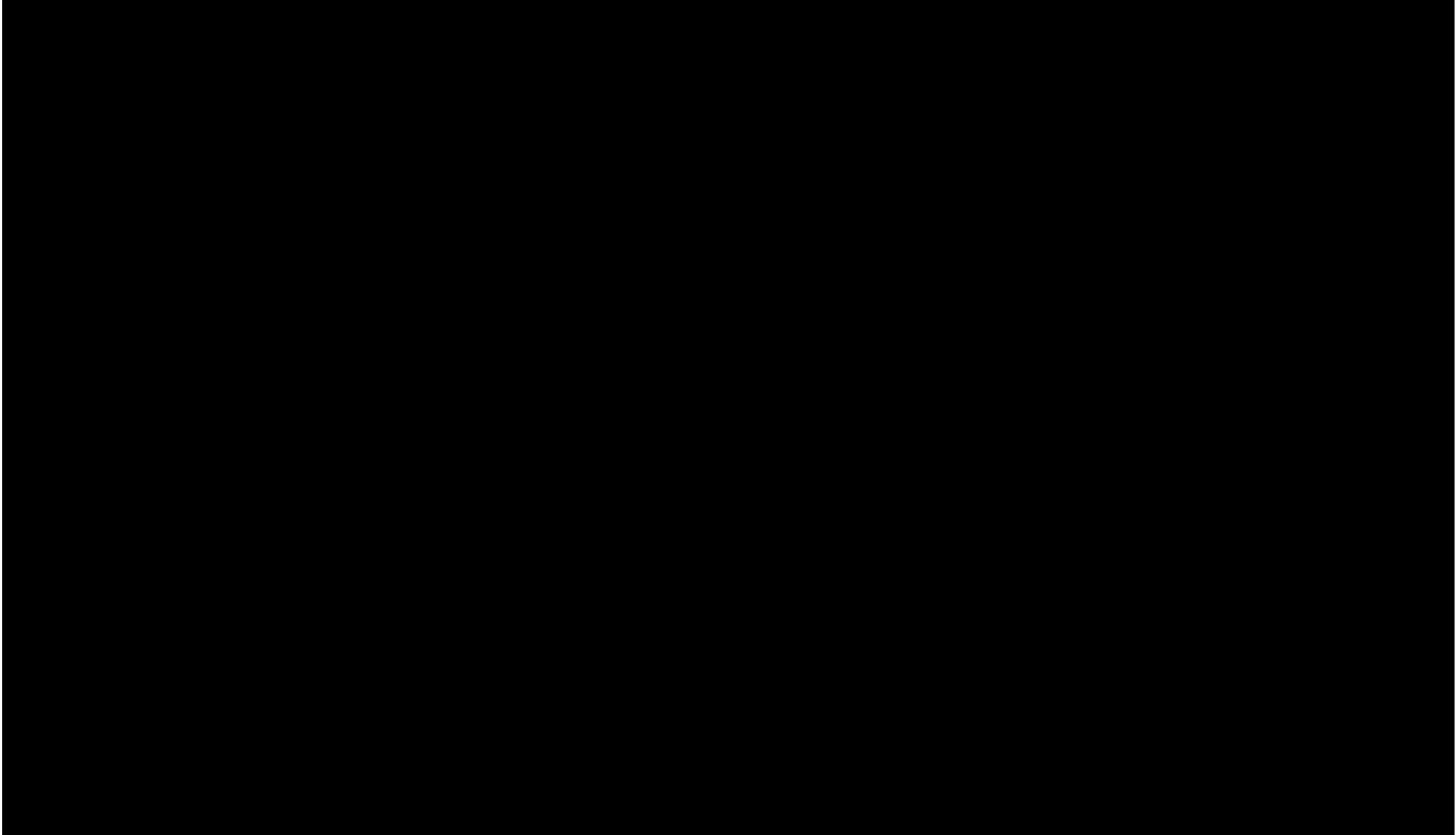
Make Your Years Count

Collaborate in different forms:
buddy, mentor, coach, consultant

(I know symptom)

I don't know what I know
Consultant **Un**conscious **In**competence

(I don't want to
know symptom)

I know What I know
Comfort **Co**nscious **Co**mpetence

I want to know

I don't know what I know
Clarity Conscious **In**competence

(I don't know
symptom)

I don't know what I don't know
Confusion **Un**conscious **In**competence

Foundation is the Stability then strength
The most stable geometrical form is triangle and the circle. The
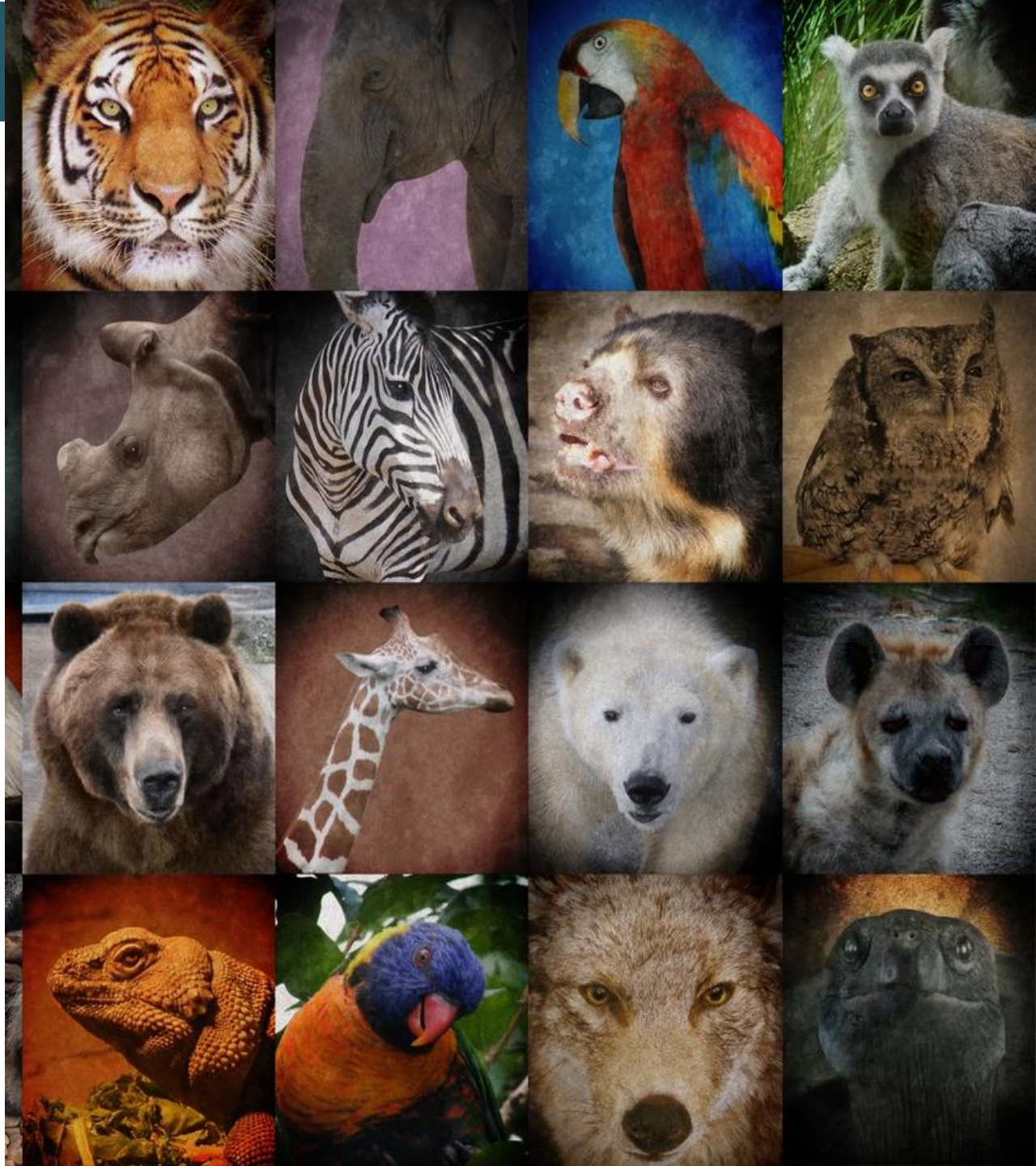**key to strength for paper is the strong inner structure**

Animal Farm

Draw the animal body part as instructed

Find the missing parts
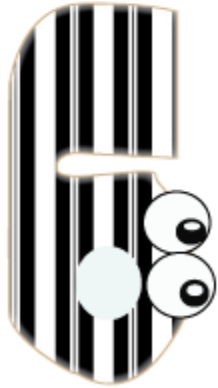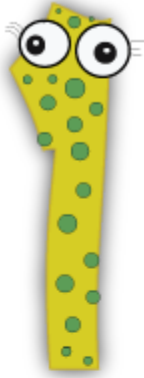
Combine to form a complete animal

Strongest Tower

Each team is given 1 flipchart paper and the arm length masking tape

Build the strongest tower with height not lower than 2 feet from ground, to withstand the given weigh and hold for at least 10s

Magic Carpet

Each team is given 6' x 6' Magic Carpet

Collaborate to produce the fastest operation and without out-of-spec

- Reverse engineering
- Reform operation

LUNCH

321 Action

00 : 00 : 30

Change Clock Type

Digital

Duration: 00 ⌄ 00 ⌄ 30 ⌄

TimeUp Reminder (Optional): -- ⌄ -- ⌄ -- ⌄

Choose Sound Effect Tick ⌄

Choose TimeUp Sound Alarm ⌄

☐ Enable Count Up ☐ Combine With Bar Clock

Start   Pause   Stop   Reset

>

XY Game

The team is to make decision to select 'X' or 'Y', each selection the team will win points or lose point.

The aim is to end up with positive score. The team with the highest positive score wins.

10 rounds will be played, each round the team will show the chosen letter 'X' or 'Y'
60s discussion before each round

Point Sheet

The Decision	Point
All Xs	Each X loses 1 point
4Xs, 1Y	Each X wins 1 point, each Y loses 4 points
3Xs, 2Ys	Each X wins 2 points, each Y lose 3 points
2Xs, 3Ys	Each X wins 3 points, each Y loses 2 points
1X, 4Ys	Each X wins 4 points, each Y loses 1 point
All Ys	Each Y wins 1 point

Sembang Sembang

Share to you team members what is your learning from the session. How does this make you feel?

Make a pocket book

Pass the booklet around
Use this opportunity to express your gratitude to you team members

Servant Leadership

Be a **Good Giver**
&
a **Great Receiver**

Eggportation

Material : Rafia String (40')

Instruction :

- Construct a 'holder to transfer your product safely to the designated point. Use only the material provided, and every member shall hold the holder with ONE finger.

- No hand shall touch the product. Transfer the product in the shortest time. Successful transfer with product intact in the holder will be rewarded. Whenever product droppage happens, the whole transfer will be call-off

- Look out for twist

Judging criteria :

- Shortest time 7pt, longest time 1pt, product drop 0pt
- Successful transfer (x2)

Amazing Maze

Material : Amazing Mat

Instruction :

- Everyone in your team travels through a bomb-free path to reach home safely.

- Bomb detector will signal a bomb when you step on it. Retreat following the same order back to the starting point. The next person take over.

- One person of your team is allowed to walk the path at any one time.

Judging Criteria :

 - Team with every member walk the safe path back home in the shortest time wins (50 pts)

https://forms.gle/P4ss8J16amYzbDb99