TEAMBUILDING IN INTERDISCIPLINARY GROUPS

Task 1/6:
20 minutes: As a team, find an animal that you think is interesting. Form a camp as you’re staying here for a while

DONE? OPEN HERE

Task 2/6:
1. 2-3 minutes: Individually, make up a nickname for yourself, related to the animal – containing your name. (EXAMPLE: animal: snake; name: balder, nickname: ‘BalderBite’)
2. 5-10 min: Share the nicknames with each other, and make sure everyone remembers all names.
3. Add the nickname to your nametag (there should be stickers in your creative toolkit)

Task 3/6:
1. 5 min: Individually, write down a description of the chosen animal – from the perspective of you as a person.
   (A couple of sentences, focus on ‘how do I see and understand this animal, what do I find interesting, uninteresting, what associations do I get’ etc)
2. 10 min: Share all the individual descriptions with the team while one person creates a summary.

Task 4/6:
1. 5 min: Individually, write down a description of the chosen animal – from the perspective of you as a professional.
   (A couple of sentences, focus on ‘how would we, in my profession or line of study, see, understand and describe this animal, what would we focus on’ etc.
   EXAMPLE: animal: lion; academic discipline: literature studies; the meaning of the word lion used in text – what it symbolises)
2. 10 min: Share all the individual descriptions with the team while one person creates a summary.

Task 5/6:
15-20 minutes: Based on what you now know about each other, and the animal, could you as a team imagine a team logo where the animal of your choice could be implemented? How could this logo look like, and how should the animal be represented? Try to agree on a sketch or a draft (will be used later) for this logo.

Task 6/6:
10-15 minutes: Based on all the above tasks, can you agree on what should be the team soundtrack / theme song?

Now, back to the lecture room!