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## Staff Motivational Retreats

When in a job it is essential for staff members to come closer and spend some time together informally in order to perform better in formal settings. Outings and picnics are helpful to create companionship and a sense of togetherness among staff members.

Because of games and fun involved in it coworkers come closer through team building exercises and enjoy more at their job as well as workplace. People get relaxed and develop trust among themselves. It also helps to know each other better, and strengthen teamwork and leadership skills that which is helpful for their **long term career**.

### Cycle Tyre Game

*No of participants: 10 or more persons, 20 ideal.*

- Make all of them stand in circle in pairs chosen on their own.
- Circulate a used cycle tyre, from which the pair has together take it from head to toe and then pass it to the next pair.
- Play music along with it. Passing of tyre continues. Stop music randomly without the music player knowing which pair has the tyre.
- The pair having tyre with them when the music stops is out of the game.
- People in the game can ask the pair moving out to perform a song or dance or present any other talent.
- The last pair becomes the winner, and could be graced with a gift.

**Benefits:** *People together learn to deal with a situation, become cohesive, learn to bear positive and negative fruits of decisions taken by their partners.*

### Story Telling

There are lots of possible variations on story telling. First person begins with a story, and each person, in turn, adds to the story, until the story is completed and all players are through with their chance. Players must wait for their turn to come and add to the story when their turn comes. More the people are creative will enjoy more. People can add with hilarious comments. It is appreciated more when more people are collect in the party.

Freestyle Story telling: To be played with *two or more* people. One person begins with a story and tells as much of a story as he wants to. Each person can decide whatever amount of story telling they want to get into. When first one has told what he wants to tell, there comes the next person's turn.



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Sentence Story telling: To be played with *three or more* people. Each person is allowed to frame and present only one sentence during his turn. The sentence may be as long or short as he pleases, but it must flow as one sentence. Statements separated by semicolon are not entertained. For instance, person is allowed to say: "Gracy is pretty, wanting to attend a friend's birthday party, heavily dressed, went to the beauty-parlor." But cannot say: "Gracy is pretty; she went to the beauty-parlor."

One-Word Story telling: To be played with *two or more* people. Each person contributes only one word at a time without exceptions. Each person has to be alert because the word must make sense in the context of words spoke by previous players. For instance, "Johnson" "is" "stout". "He" "is" "good" "at" "sports". Here each word in quotation has to be spoken by different person. Often, a player may choose whether to continue with previous sentence or begin a new one. For instance, "People" "eat" "banana"... the next person may break the chain and start with a new sentence, "People" "also" "eat" "apple", or may continue with the first sentence, "every" "morning".

**Benefits:** *Develop thinking ability by coming up with creative ideas and appropriate use of words at appropriate time. Learn cohesiveness and team spirit supporting team members and presenting finally as a joint effort.*