

# PICO DE LORO TEAMBUILDING ACTIVITIES



## BRIDGE GOING TO ISLAND

This activity encourages teams to think on their feet...literally. They are given planks of wood to step on with the aim of not touching the grass. Stimulates alertness and teamwork.



## HELIUM STICK

Teams hold on to a helium stick together, and that is the tricky part. Increases reliance and partnership among members as their patience is tested.

## WATER DRUM FILLING

A game for all ages. Dip your shirt in the water and squeeze it to fill up the drums. Move swiftly and surely, and learn that precision and speed can work together as you go along.



## SPIDER WEB

Sliding into a spider web without touching is not as easy for humans as it is for spiders. Teaches caution and agility in stressful situations.



## BOAT GOING TO ISLAND

Just like in "Bridge Going To Island" but in motion, with players on improvised skis. Motivates teams to work in sync with heightened attentiveness.



## TOXIC WASTE

No one wants it, but you have to get rid of it...without putting the entire team in danger. This trains teams to manage risks and overcome the odds under dire conditions.

## BOMB HUNTING

Push your boundaries by eliminating threats...blindfolded. Promotes quick-thinking and team communication amidst precarious situations.



## TUG OF WAR

This is the ultimate power play that shows how victories are won not on strength alone. Encourages resourcefulness, strategy and collaboration.



## CATCH THE DRAGON'S TAIL

Play tag with a twist by protecting your team from the forces within. Active simulation of team competitiveness and awareness of its own weaknesses.