

# **TEAM PENNING**

OBJECTIVES

- TEAMWORK
- PROBLEM SOLVING
- ROLES
- GOALS
- GROUP DYNAMICS

## ACTIVITY

A pen is set up in the arena, with 2 to 4 loose horses. The team's goal is to sort one horse out from the herd, move it into the pen, and keep it there while they get the remaining horses into the same pen. The team continues until all the horses are in the pen for 10 seconds or more.

RULES

A) No touching or bribing of the horses.

B) The activity is "walking only" for all members.

### VARIATIONS

1.) Time constraints can be placed on the participants to increase challenge.

2.) Allow for a verbal planning stage and the remainder of the activity to be conduct non-verbally.

3.) Allow the team to assign roles to various members

4.) Ask the team to establish an accountability clause: what will be a consequence when any of the established rules are broken? (Ie: forfeit use of left hand for remainder of activity, sing Happy Birthday aloud upon offense, etc)

#### **OBSERVATIONS**

A) What were the horses doing during the planning stage?

B) How did the horses respond to the team's efforts?

#### PROCESSING

- A) What happened? What worked? What didn't? What were the strengths of the group?
  - B) How were the horses selected? How did you communicate with them? How do you think the horses viewed your team?
- C) Did everyone feel it was a supportive environment in which they could take risks and try out new ideas?
- D) How did the team planning go? How and when were the plans implemented in the activity stage? How did the team manage with respect to the rules? Was anyone aware of any rules broken? How did the team respond to difficulties?
- E) Were the horses considered a part of the team? What else did you see ? What did your team learn from this activity?

#### HV HorsePlay

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# Questions can be skewed for various populations:

Families, youth groups, company teams et al.