



AZIMUT GUIDE · PDF

Virtual team activities

Facilitated activities for remote and hybrid teams — with steps and debrief questions. For teams that want more than a pleasant call.

AZIMUT.TEAM · 20,000+ PARTICIPANTS TRAINED

ABOUT AZIMUT

We don't sell workshop attendance. We build capability that holds under pressure.

Since 2008 we have worked with teams and managers across Romania and the wider region. We learned that a good exercise opens a conversation, but only a system changes behavior: a diagnostic, facilitated labs, practice between sessions, and reinforcement from the direct manager. The activities in this guide are the front door — the easy, useful part. The rest is architecture.

THE NUMBERS BEHIND THE WORK

20,000+

participants trained

9.27/10

average trainer score

600+

programs delivered

18

years of applied practice

DELIVERED FOR TEAMS AT

Bosch · Continental · Banca Transilvania · Endava · Deloitte · Bombardier · ZF · Mazars · Groupama · Betfair · Steelcase · Gameloft

Virtual team activities

30 simple activities you can run with your remote team — no trainer in the room required.

HOW TO USE THIS GUIDE

Bring your distributed team a little closer

We're glad to share a set of 30 simple activities you can run with your team without the help of a trainer. Use them as warm-ups, as check-ins, or as a full session of their own — and come back to them often. A few minutes of play, repeated regularly, does far more for a remote team than one big event a year.

Every activity below tells you how long it takes, what you'll need, and exactly how to run it. Pick one, keep it light, and let people enjoy it.

A FEW TIPS BEFORE YOU START

- ▶ Keep participation voluntary — the point is connection, not pressure.
- ▶ Go first yourself. When the facilitator shares openly, everyone else relaxes.
- ▶ Rotate who hosts, so ownership of team spirit is shared.

If you have questions about running these, or you're interested in more complex team activities built around real learning and development objectives, talk to us.

CHECK-IN

Rose / Thorn

Time 2 min / person **You'll need** A video call

A quick emotional check-in that surfaces what people are grateful for and what's weighing on them.

- 1 Go around the group and ask each person to share their **rose** — any positive that makes them feel grateful, happy, or proud.
- 2 Then ask for their **thorn** — a challenge they're facing.
- 3 A rose or a thorn can be work-related or not.
- 4 If you know the team well, ask them to give work-related examples.

DEBRIEF QUESTIONS

- ▶ Whose thorn did you have no idea about until just now?
- ▶ Which was harder to say out loud on camera — the rose or the thorn? What made it harder?
- ▶ If something were weighing on you next week, how would this team find out? Would we?
- ▶ What would we need to change about our regular calls so that thorns show up while they're still small?

PHOTO

Snap Contest

Time 10 min **You'll need** Phones, a chat channel

A light photo prompt that brings a little of everyone's world into the room.

- 1 Ask everyone to use their phone to photograph something — a pet, their desk, their bed, family, or the view from the window.
- 2 Share the pictures via email, Slack, or your channel of choice.
- 3 Spend a little time complimenting the photos or asking questions about them.

DEBRIEF QUESTIONS

- ▶ Which photo told you something about a colleague you'd never have learned in a meeting?
- ▶ What made you point your camera at that particular thing — and what did you deliberately keep out of the frame?
- ▶ We only ever see each other as a face in a small rectangle. What changed when you saw the room around it?
- ▶ What's one question someone's photo made you want to ask them — and what usually stops us asking things like that at work?

PHOTO · GUESSING

Snap Challenge

Time 30 min **You'll need** Phones

The same photo idea, turned into a guessing game about who's who.

- 1 Ask everyone to photograph something they all have — a pet, desk, bed, family, or the view from the window.
- 2 Keep the number of pictures the same for everybody.
- 3 Have them send the pictures only to you.
- 4 Collect all the pictures, then have the team guess which set belongs to which colleague.
- 5 If they know each other well, present picture by picture; if not, show the whole set at once.

DEBRIEF QUESTIONS

- ▶ Which set were you certain about, and what gave that person away?
- ▶ Who did you get completely wrong? What had you assumed about them that turned out not to fit?
- ▶ Were the people you talk to every day the easiest to guess — or did that surprise you too?
- ▶ Where in our actual work do we act on an assumption about a colleague without ever checking it, the way we just did here?

GET TO KNOW

Do you know me?

Time 15 min **You'll need** A little prep before the meeting

A warm way to help colleagues discover the person behind the job title.

- 1 Before your next meeting, ask everyone to answer three "about me" questions — e.g. *If you could eat one food for the rest of your life, what would it be? What's your favorite holiday spot? If you were an animal, what would you be? What's your favorite sport?*
- 2 At the meeting, share the answers and have colleagues pair each answer with the right person.
- 3 Once everyone has guessed, reveal who gave which answer.
- 4 If an answer is funny or surprising, ask them to explain — and don't forget to share your own.

DEBRIEF QUESTIONS

- ▶ Which answer could nobody place? Why was that person so hard to read?
- ▶ Whose answers did you get right immediately — and what do you know about them that the rest of the group clearly doesn't?
- ▶ Did anything you heard change the picture you had of someone you've only ever met on a screen?
- ▶ None of this comes up on its own when we work apart. What could we do so we keep learning it without needing a game to make it happen?

PERFORMANCE

The Stage is Yours

Time 2 min / participant **You'll need** A video call

Open your meeting with a burst of talent instead of a status update.

- 1 Give everyone advance notice that they'll have 2 minutes at the start of the meeting to take the virtual stage.
- 2 Ask them to find or write a joke, read a poem, sing a song, play the guitar — anything they like, as long as it's artistic.
- 3 Begin the meeting with these glorious performances.
- 4 Allow ten seconds between each for a rush of snaps and applause.

DEBRIEF QUESTIONS

- ▶ What was going through your head in the ten seconds before your turn?
- ▶ What did you think about performing and then decide against? What made you play it safe — or not?
- ▶ What was different about watching a colleague sing, read or tell a joke compared with watching them give a status update?
- ▶ When someone puts themselves out there in front of this group, what actually happens next? Would you risk a half-finished idea here as easily as you risked that?

PHOTO · GET TO KNOW

Picture of your life

Time 20 min **You'll need** A video call, phones

A great way to get people to share something meaningful without feeling put on the spot.

- 1 Ask your distributed coworkers to photograph something important from their private life — a family portrait, a holiday shot, a daily ritual, or a new pair of shoes.
- 2 The picture should reflect one of their interests or passions.
- 3 During an online meeting, ask everyone to post their picture.
- 4 Take turns and discuss each person's choice.

DEBRIEF QUESTIONS

- ▶ What did you choose to photograph — and what did you consider and rule out?
- ▶ Which picture stayed with you? What did it tell you that months of calls with that person hadn't?
- ▶ Was it easier to share something personal through a photo than to simply say it out loud on a call? Why?
- ▶ How much of this do we normally know about each other — and what does it cost us in the working day when we don't?

GET TO KNOW

Truths and a Lie

Time 10 min **You'll need** A video call

The classic guessing game that reveals surprising facts about your teammates.

- 1 Bring everyone onto a video call.
- 2 Ask each participant to tell three truths and one lie about themselves.
- 3 The lie should sound realistic, so it isn't easy to spot.
- 4 Once everyone has guessed, reveal the truth.
- 5 Whoever spotted the lie gains points.

DEBRIEF QUESTIONS

- ▶ Whose lie fooled the whole group? What made it believable?
- ▶ When you were trying to spot the lie, what were you actually reading — the words, the face on screen, the pause before the answer? How reliable was that over video?
- ▶ Which of the truths surprised you most, and what does it say that you didn't know it?
- ▶ We tend to assume we can read each other on a call. Given how you did here, what should we do differently when someone goes quiet and we decide that means they agree?

GET TO KNOW

Bucket List Challenge

Time 15 min **You'll need** A video call

Dreams shared out loud are the fastest route to real connection.

- 1 Give each person 3–5 minutes to think of a few important things they'd love to do in their lifetime.
- 2 Then have everyone share their list.
- 3 If some people have overlapping goals, invite them to plan it together.

DEBRIEF QUESTIONS

- ▶ Whose bucket-list item surprised you most, and what does it say that you have worked together this long without knowing it?
- ▶ How did it feel to say something you genuinely want out loud, on a work call?
- ▶ Did any two lists overlap? What kept that common ground hidden until today?
- ▶ Our calls are almost always about the work. What would we change so this side of each other shows up more than once a year?

FOOD · CULTURE

Master Chef

Time 10 min **You'll need** A shared channel

Everyone has one recipe they're proud of — collect them.

- 1 Invite your remote team to a recipe roundup.
- 2 Pick a theme, e.g. "best cookie recipes" or "something your mother makes better than anyone."
- 3 Assemble all the recipes in a Slack channel.
- 4 Or run a challenge where participants cook each other's recipes and post the photos.

DEBRIEF QUESTIONS

- ▶ Whose recipe told you something about them you did not know, and what was it?
- ▶ This ran in a channel rather than a meeting. Did that make it easier to join in? Who took part here who usually stays quiet on calls?
- ▶ What is the work equivalent — something one of us knows how to do well that nobody has ever written down?
- ▶ How would we get that kind of knowledge out of people's heads and into a place the rest of us can actually find it?

CULTURE

Birth Map

Time 15 min **You'll need** A world map or Google Maps

A simple activity that lets everyone learn something new about each other.

- 1 Share an image of a world map in your group chat, or build a collaborative map with Google Maps.
- 2 Invite everyone to place a sticker on or near their place of birth.
- 3 Ask them to share a story, or their favorite thing about their birthplace, while they're at it.

DEBRIEF QUESTIONS

- ▶ Now that every pin is on the map, what surprised you about where we come from?
- ▶ Which birthplace story changed the picture you had of that person?
- ▶ Do those distances show up in our working week — time zones, public holidays, the hours someone is reachable? Where do we get that wrong?
- ▶ What do we assume everyone on this team shares, that the map suggests they might not?

ICEBREAKER

Get-to-know-each-other quiz trivia

Time Varies **You'll need** A quiz tool

Curated icebreaker questions, designed to build trust rather than fill time.

- 1 Invite your colleagues to a quiz competition.
- 2 Use a tool like QuizBreaker, with up to 100 curated icebreaker questions researched to spark fun learnings and build trust in teams.
- 3 Let players skip any question that feels too personal.

DEBRIEF QUESTIONS

- ▶ Which question got the biggest reaction from the group, and why that one?
- ▶ We said anyone could skip a question. Did you want to skip one? What made it feel like too much to answer with everyone watching?
- ▶ What did you learn about a colleague today that months of status calls would never have surfaced?
- ▶ The quiz gave us permission to ask personal questions. What stops us asking them the rest of the time, and what small habit would let us drop the tool?

GAME

Pictionary

Time 40 min **You'll need** Paper, a webcam

Drawing badly is half the fun.

- 1 Use a tool like Skribbl or a random word generator to draw words.
- 2 On a plain sheet of paper, draw the word — no letters or words allowed.
- 3 Hold the drawing up to your webcam.
- 4 To raise the stakes, split into two teams and play for points; each player draws for their team, who have 30 seconds to guess.

DEBRIEF QUESTIONS

- ▶ When the guesses stopped coming, what did you change about your drawing?
- ▶ As a guesser, how did you know your shout had landed? Could you tell which guess the drawer was reacting to?
- ▶ Holding a sheet of paper up to a webcam is a poor channel. What did you do to be understood in spite of it?
- ▶ Where else do we send something out — a message, a brief, a slide — and assume it was clear because nobody said otherwise?

GAME

Online Catchphrases or Charades

Time 40 min **You'll need** A video call

Two teams, one theme, and a lot of frantic acting.

- 1 Split your team into two competing halves.
- 2 Decide on a theme (animals, films, and so on).
- 3 Get everyone onto a video call.
- 4 Each member acts out an object, scene, or movement from the theme.
- 5 The first to guess correctly wins a point for their team.
- 6 Keep going as long as you like, then tally the points at the end.

DEBRIEF QUESTIONS

- ▶ With no words allowed, what did you fall back on to get your idea across?
- ▶ How much of your acting actually made it through a small video tile? What got cropped or lost?
- ▶ When several people guessed at once, what happened? Did anyone stop guessing and go quiet?
- ▶ Video strips out a lot of what our hands and faces normally do. Knowing that, what should we stop trying to convey on camera and simply write down instead?

FUN

Joke of the Week

Time 10 min **You'll need** A dedicated channel

A tiny weekly ritual that keeps the mood light.

- 1 At the start of each week, set a new challenge or theme for the joke (e.g. jokes about animals, jokes about doctors).
- 2 Set up a channel just for this, to keep it relaxed and fun.
- 3 Kick off every week with the new joke challenge.
- 4 For extra motivation, pick the best joke at the end of the month and send the winner a (suitably funny) prize.

DEBRIEF QUESTIONS

- ▶ Which joke got the most reaction, and who posted it?
- ▶ Some people read the channel every week and never posted. What makes dropping a joke in there feel riskier than it is?
- ▶ Did the challenge stay alive all week, or fade after Monday? What kept it going on the weeks it worked?
- ▶ What would it take for a small ritual like this to keep running without anyone having to chase it?

CLUB

Movie / Book club

Time 60 min **You'll need** A monthly slot

The instructions are quite simple — the value comes from showing up regularly.

- 1 Ask people if they'd like to meet monthly, over lunch, to discuss films they've seen or books they've read.
- 2 Start with something easy — a classic film or the last movie they watched.
- 3 Later, set monthly topics like westerns or drama novels.
- 4 Keep participation voluntary and let everyone agree on what to read.

DEBRIEF QUESTIONS

- ▶ What did you learn about a colleague from the film or book they chose that would never have come up in a work meeting?
- ▶ Where did the group disagree about the same story, and how did that argument feel compared with disagreeing on a work call?
- ▶ This club only works if people keep showing up. What would make you protect the hour, and what would make you quietly stop coming?
- ▶ Working apart, we have almost no time together that isn't about deliverables. Where else in our month do we need an hour with no agenda, and what would we have to drop to make room for it?

GAME

Virtual Bingo

Time 20 min **You'll need** Bingo cards

A get-to-know-each-other bingo that gets people comparing notes.

- 1 Beforehand, create bingo cards or find an example online.
- 2 Write a list of statements, e.g. "has brown hair" or "works in HR." Aim for more than 20.
- 3 Call out the statements; players cross a box if they share that quality with someone else.
- 4 First to three in a row wins, then the first to a full house.
- 5 If nobody reaches a full house by the end, the highest count wins.

DEBRIEF QUESTIONS

- ▶ Which box surprised you most, something you assumed nobody else on this call shared?
- ▶ Some statements you could tick just by looking at the video grid; others you only found out by asking. What does that tell you about how much of each other we actually see over video?
- ▶ How much of what you learned in these twenty minutes would have surfaced in a normal team call this year?
- ▶ What is one thing you now know about a colleague that changes who you would go to for help this week?

CULTURE

Virtual Diversity Bingo

Time 20 min **You'll need** Bingo cards

The same format, tuned for a culturally diverse team.

- 1 Use this version when you're working with a culturally diverse team.
- 2 Run it exactly like Virtual Bingo, but change the statements.
- 3 Base the questions on different cultures, religions, and ways of life — e.g. "Did you work while you were at school?" or "Do you pray to a god?"

QUESTIONS FOR DISCUSSION

- ▶ After a few rounds, why is diversity important to us?
- ▶ How does it help this team succeed?

ICEBREAKER

Red / Black

Time 10 min **You'll need** One red + one black card each, a webcam

A simple, fast way to warm up a team that has only just started working together.

- 1 Ask everyone to hold two cards, one red and one black.
- 2 Ask a "red or black" question — e.g. Pepsi or Coke? Cats or dogs? Office or remote? (Here, Pepsi is red, Coke is black.)
- 3 Everyone shows their preference by holding up a card to the webcam.
- 4 Give people the chance to discuss their answers.

DEBRIEF QUESTIONS

- ▶ Which question made you hesitate before you raised a card?
- ▶ Did you check what other people were holding up before you showed your own, and what did you do when your card was the only one of its colour?
- ▶ Some of you would have said the same thing out loud, some of you only said it because a card did the talking. Which were you?
- ▶ In our real meetings, how would we know that someone is the lone red and simply isn't saying so? What would make it easier for them to show it?

IMPROV

PowerPoint Improv

Time 5 min / participant **You'll need** Random slide decks, a video call

Present slides you've never seen — with a completely straight face.

- 1 Create a random deck of unrelated PowerPoint slides.
- 2 Give everyone a random deck and have them do a 5-minute presentation, sight unseen.
- 3 Keep the slides unrelated — add photos of people, pets, an engine, anything.
- 4 Run it over a video conferencing platform.
- 5 To make it even better, ask them to present seriously, as if in an official meeting.

DEBRIEF QUESTIONS

- ▶ What did you actually do in the first three seconds after a slide you had never seen appeared on screen?
- ▶ Some of those presentations sounded completely convincing while saying nothing at all. What made them convincing?
- ▶ While you were presenting, could you tell how it was landing? What were you reading from the faces, or the black squares, on the call?
- ▶ Where in our real work do we accept a confident delivery without checking what is behind the slide, and what question would we have to start asking instead?

GAME

The Explanation Game

Time 20 min **You'll need** Word lists, a timer

Describe as many words as you can — without ever saying them.

- 1 Give everyone a different list of 10 words (e.g. laughing, movie, dog).
- 2 Set the clock for one minute.
- 3 The first player describes as many of their words as possible to everyone else, without saying the actual word.
- 4 Add rules if you like — for example, no "sounds like" or "starts with."
- 5 The winner is whoever had the most words correctly guessed.

DEBRIEF QUESTIONS

- ▶ Which word was hardest to get across, and what did you try when your first description didn't land?
- ▶ When people guessed wrong, was it your description that was off, or the assumptions they brought to it?
- ▶ You had sixty seconds and words only, no drawing, no pointing at things. What did you fall back on instead, and what did you lose without it?
- ▶ Most of our explaining happens in writing, once, with no one in the room to guess back. How would we know an explanation actually landed?

GET TO KNOW

10 Common Things

Time 15 min **You'll need** A shared platform

Small groups discover just how much they already share.

- 1 Divide your team into small groups.
- 2 Ask each group to come up with a list of 10 things they have in common.
- 3 Post the lists on a shared platform and discuss them.
- 4 Make the topic personal (kids, hobbies) or work-related (degrees, departments, years in the field).

DEBRIEF QUESTIONS

- ▶ How long did it take your group to get past the obvious ones, the same employer and the same call, and find something that genuinely surprised you?
- ▶ Who in your group asked the question that unlocked the good items on the list?
- ▶ Look at the other groups' lists. Is there something on there you also share but never mentioned to anyone here?
- ▶ Apart from each other, we find out this kind of thing by accident, and remote work removes most of the accidents. What would we set up so it keeps happening without a facilitator in the room?

GET TO KNOW

Never Have I Ever (work edition)

Time 30 min **You'll need** A group call

The party classic, kept firmly work-appropriate.

- 1 Set up a group call with everyone who's playing.
- 2 Players take turns saying "Never have I ever..." — keep it work-related (e.g. late for a meeting, lied to a client, hungover at work).
- 3 Anyone who's done it drops an emoji of their choice.
- 4 Each person gets to say up to 3 phrases.

DEBRIEF QUESTIONS

- ▶ Which phrase collected the most emojis, and did the number surprise you?
- ▶ Was there one where you had done it but didn't drop an emoji? What made you hold back in front of this group?
- ▶ What changed for you when you saw that other people had made the same mistake, the missed meeting, the call that went badly?
- ▶ When someone here gets something wrong for real, do we hear about it early or late? What would make early easier?

CULTURE · MUSIC

Company Eurovision

Time 60 min **You'll need** A Spotify playlist

Celebrate where your team comes from, one anthem at a time.

- 1 Get everyone to submit a traditional song from their country.
- 2 Add the songs to a Spotify playlist and share it with everyone.
- 3 Have the team rank the songs and discuss why they like or dislike each one.
- 4 If several people are from the same country, ask them to post an artist from their region.
- 5 May the best song win!

DEBRIEF QUESTIONS

- ▶ Which song surprised you most, and what did it tell you about the person who submitted it?
- ▶ If your own country's song got ranked low, how did that land — and did you say anything at the time?
- ▶ What came out while we talked about these songs that would never come up in a normal team call?
- ▶ What else about where each of us comes from stays invisible at work — and is that costing us anything?

GET TO KNOW

MTV Cribbs

Time 10 min / participant **You'll need** A live video call

A friendly tour of the spaces your team works and lives in.

- 1 Set up a live video call with the whole team.
- 2 Each person gives a quick walk-through of their house or office and explains why it's set up that way and what helps them.
- 3 Let people ask questions or make constructive comments about each other's setups.
- 4 If you spot a closed door, encourage people not to ask about it.

DEBRIEF QUESTIONS

- ▶ What did you see in someone's setup that changed the picture you had of them?
- ▶ Did anyone's space explain something about how they show up on calls — the noise, the camera angle, the interruptions, the reason the video stays off?
- ▶ We agreed not to ask about the closed doors. What does that tell us about how much of home people actually owe each other?
- ▶ Now that you've seen where everyone really works, what should we change about when and how we meet?

CREATIVE

DIY Craft Challenge

Time 30 min **You'll need** Household materials, a video call

Twenty minutes, whatever's within reach, and a lot of ingenuity.

- 1 Get everyone onto a video call and make sure they're at home.
- 2 Give them 20 minutes to build something from the materials around them (a pillow fort, a pen holder, some shelves).
- 3 Add extra rules if you like — for example, no duct tape.
- 4 After 20 minutes, return to the call and show your creation.
- 5 Encourage people to stay online while they build, if they're comfortable.

DEBRIEF QUESTIONS

- ▶ What did you build, and how much of that was your idea versus whatever happened to be within reach?
- ▶ For those who stayed on the call while building — did having other people there change how you worked, or did you forget they were watching?
- ▶ Looking at everyone's objects: what did they show you about how each person handles a vague brief and a tight deadline?
- ▶ At work, when a task arrives with a deadline and no clear instructions, who improvises and who waits to be told? What makes the difference?

CREATIVE

Blind Origami

Time 10 min **You'll need** A4 or Letter paper, pairs

A hands-on lesson in how hard — and how important — clear instructions are.

- 1 Make sure every participant has a sheet of Letter or A4 paper.
- 2 Email one person in each pair a set of origami instructions.
- 3 The instructor guides their partner (the receiver) to build the origami — video off, voice only.
- 4 The receiver can ask questions, request clarification, and offer feedback during the call.
- 5 After 5 minutes, everyone turns their webcams on to compare results.

QUESTIONS FOR DISCUSSION

- ▶ How clear were the instructions, really?
- ▶ What would have made them easier to follow? (Optional: swap roles with a second model and take turns.)

IMPROV

That's Right, Bob

Time 30 min **You'll need** A video call

A collaborative story that grows one sentence at a time.

- 1 The first person shares a simple news story in a sentence or two — "there was a cat up in the tree."
- 2 The next person says "That's right, Bob," repeats the original line, then adds to it — "there was a cat up in the tree, and it was having a very bad day."
- 3 Each person continues to add to the story in the same way.
- 4 Keep going until the story becomes gloriously long, or the organizer calls for a commercial break.

DEBRIEF QUESTIONS

- ▶ You had to repeat the line before yours before you could add anything. Did that change what you ended up adding?
- ▶ Where did the story go somewhere nobody saw coming — and whose line turned it?
- ▶ Did anyone's addition get quietly dropped by the person who came next? What happened to it?
- ▶ In our real conversations, how often do we build on the last person's point instead of starting over with our own?

GAME

The Price is Right

Time 5 min / participant **You'll need** Five recent purchases

How well do your colleagues know the cost of everyday life?

- 1 Gather the last 5 different things you bought — food, headphones, a t-shirt — and try to recall the exact price you paid.
- 2 Write the prices down.
- 3 One by one, present each object to your colleagues.
- 4 They try to guess the exact price; the closest number wins.

DEBRIEF QUESTIONS

- ▶ Which price was everyone furthest off on, and what were people using to make their guess?
- ▶ What did the guesses show about how differently everyday costs look from where each of us lives?
- ▶ Did hearing what a colleague pays for ordinary things change anything for you?
- ▶ We guess like this at work every time we estimate how long something will take. Whose numbers do we trust, and what are we quietly assuming when we do?

CREATIVE

Caricature Competition

Time 15 min **You'll need** Paper and pens

Most people don't draw particularly well — which is exactly what makes this fun.

- 1 Arrange your people into small groups of two or three.
- 2 Give each group 15 minutes for every person to draw a caricature of another.
- 3 If you can post the real drawings afterwards, it adds to the gesture.

DEBRIEF QUESTIONS

- ▶ What feature did the person drawing you go for first? Was it the one you would have picked yourself?
- ▶ Did you soften your drawing at any point? What made you pull back?
- ▶ You were drawing from a small square on a screen. What did you have to guess at because you simply couldn't see it?
- ▶ If that little rectangle is most of what we have of each other, what are we probably getting wrong the rest of the week?

MUSIC

Music Trivia

Time 20 min **You'll need** Song clips ready to play

Name that tune, in fifteen seconds or less.

- 1 Select 15 seconds from 10 international songs.
- 2 Pre-upload the clips from YouTube, then hit play when the game starts.
- 3 Keep score; the one with the highest points wins.
- 4 If your crew really knows music, replay it with specific genres.

DEBRIEF QUESTIONS

- ▶ Which clip did you get in two notes, and which one left you completely blank?
- ▶ Did you hold back a guess you actually had? What stopped you — the score, the group, not wanting to be wrong out loud?
- ▶ On a call, whoever unmutes fastest gets the point. Who stayed quiet, and was it really because they didn't know?
- ▶ Where else in our meetings does being fast beat being right — and who loses out when it does?



LET'S GO FURTHER

Ready for the next level?

We hope you enjoyed this sample. If you're interested in more complex team activities — built around real learning and team-development objectives, and facilitated for your people — let's talk.

azimut.team/en/team-building

NEXT STEP

Want these activities to produce change that outlasts the session?

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