

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!