



Building a Lodge Team

Taking opportunities to build a team spirit within the Lodge is important. There are many exercises and challenges that can be used to achieve this - an internet search will reveal plenty of examples of both outdoor and indoor activities.

Doing several indoor activities can form the basis of a fun evening at a regular lodge meeting either in the Lodge room or in refectory. Or it could form part of a social activity with family & friends.

The 'Jig-saw' challenge introduced at the 2015 Divisional Conferences could be one of those activities. As well as requiring collaboration to put together it is also a great way to introduce a topic - in the case of the Conferences it was the Freemasons Toolbox (see attached template with instructions which is best laminated and then cut out), but the jigsaw could easily have been an image of a tracing board, a plan of Kings Solomon's temple, a photo of the Lodge's first master or perhaps the current Grand Master!

So form the Lodge members into teams - perhaps have a team in each of the east, west, north, & south - they could be the Masters team in the east, Secretary's team in the north etc. Then provide them the challenge setting an appropriate time to achieve the challenge in.

A variety of this challenge, which works well but a little more complicated, is known as 'Scattered Pictures' - instructions for this and a template are also attached.

If you do want to make a full evening of team building, try undertaking several other team challenges:

- The following website <http://vorkspace.com/blog/index.php/13-top-team-building-activities/> has some good ones, particularly the 'Poker Tower', 'Legoman' and 'Mine Field'. Avoid the Egg Drop - it could be a bit messy.
- A variation on the Poker Tower is the Paper Tower - give each team equal pieces of newspaper and lengths of masking tape and challenge them using only those objects to build the highest tower they can to support, say, a gavel!

Have fun!



Suggest an idea for the Freemasons Toolbox

Has your lodge a telephone tree?
It's good to keep in touch!

The membership USB stick

Contents include: Book of Constitution • Education guides • Encrypted ceremonial book • Plain English Guide to Freemasonry • etc, etc

Hold a Freemasons Cocktail Evening
(see cocktail list on the back page)

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RULES

- All colours on each line - horizontal and vertical need to be different. (i.e. no two colours can be the same in a vertical or horizontal line also corner to corner)
- Same for the pictures ☺

Scattered Pictures



This fun game is a definite pick if you're after indoor teambuilding games. It calls for critical thinking and a good eye. In this game, teams will work together to solve incomplete puzzles. The puzzle can only reach completion when team members successfully do their assigned part. This challenge is great for indoor teambuilding games and various occasions of fun!

What You'll Need: 2 tables, scissors, Ziploc bags, markers, [optional print page](#)

How to Play:

Step 1: Print out the [print page](#) on a sturdy sheet of paper or glue the page to a piece of cardboard once printed (so as to keep the pieces firm once they've been cut). Cut the puzzle down the center as indicated by the red line. Take the 1st half of the puzzle and cut out all the squares. Place those squares in a Ziploc bag and label the bag Team #1 Part-1. Cut out the other half of the puzzle, place the pieces in another Ziploc bag and label that bag Team #1 Part-2. Repeat this step to create Team #2 Part-1 & Part-2 bags.

Step 2: Create 2 teams of 2 or 4 people per team. Position one team at table #1 and the other team at table #2. Position half the members of each team on opposite ends of their table. Give the bags labeled Team #1 Part-1 to half of Team #1 and Part-2 to the other half. Do the same for Team #2.

Step 3: At the "go" signal, teams #1 & #2 will open their bags and work together in a race to complete their puzzle. Team member(s) working on Part 1 of the puzzle must complete their portion of the puzzle before combining their half with the team member(s) that is working on Part 2 – and vice versa. If one side of the same team completes their half of the puzzle before the other, they may help the other side with verbal commands *only* - no touching of the puzzle pieces.

