

Marshmallow Tower – Team Builder Activity

Purpose/Benefits:

Learn how decisions are made in a group and the dynamics that take place.

Energy Level:

Low/Moderate – Movement is not mandatory.

Time Frame: 20 minutes plus discussion time.

Settings/Materials Needed:

- Approximately 75 round toothpicks and 100 miniature marshmallows for every six people.
- A watch with a second hand on it.

Method:

Divide participants into groups of six each. Give each group a handful of toothpicks and a pile of miniature marshmallows (they may get more as the activity continues). Explain the object is to have each small group build the tallest, free standing tower that they can. They will have 10 minutes to complete building their tower. In exactly 10 minutes, you will call time and every team must take their hands off their tower. Judge the towers to see which is the tallest. This means the tower must still be standing, without any help from the group or any other devices.



Discuss the activity by asking the following questions:

- How did your chapter decide what the tower was going to look like?
- Did your chapter have a plan before you started or did you just jump in?
- Was that a good method for your group?
- Was a leader chosen, did one emerge, or how was your group led?
- If you were to do this activity again, what would you change?
- What can this activity tell us about making decisions?
- Describe the roles that each person in your group played.
- Were some people in your groups more involved than others and why?
- What combined strengths of the team helped in building your tower?

Source: “Activities that Teach” by Tom Jackman



Orange County Friday Night Live Partnership (OCFNLP) is administered by the Orange County Department of Education and funded by the County of Orange Health Care Agency, Alcohol and Drug Education and Prevention Team.
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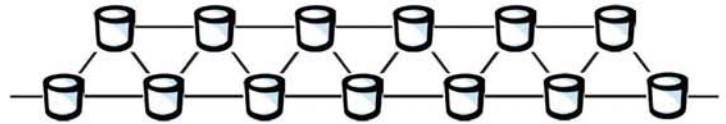


Marshmallow Tower Team Builder: Debriefing Questions



Please discuss these questions with your chapter:

- ☒ How did your chapter decide what the tower was going to look like?
- ☒ Did your chapter have a plan before you started or did you just jump in?
and, Was that a good method for your group?
- ☒ Was a leader chosen, did one emerge, or how was your group led?
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