

## TEAMAWORK

Working as part of a team has benefits: It can foster creativity, make a task easier to tackle, and make the best use of everyone's unique talents. Even if it just makes things more fun, teamwork is great...but it takes some understanding of group dynamics (and/or a little luck) to build the best teams. These books and resources are good examples of teamwork in action.

This activity packet includes a selection of resources for educators, families, and students.

BOOKLIST: A list of books about teamwork recommended by RIF
CLASSROOM ACTIVITY: An activity about teamwork for the classroom

HOME ACTIVITY: An activity about teamwork designed to help students continue learning at home

STUDENT ACTIVITY: An activity about teamwork for students to complete independently

We suggest you print and copy the Home Activity, Student
Activity, and Booklist pages and send them home to extend the learning.

For more reading resources, visit
www.RIF.org/literacy-central/collections/middle-school-family-literacy-initiative-teamwork

## TEAMMWORK BOORLIST



## Monster Club:

 Hunters for HireAuthor: Gavin Brown, STEM, Grades 3-7

## All Thirteen

Author: Christina
Soontornvat
Adventure, Grades 3-7

## Holes

Author: Louis Sachar, The Arts, Grades 4-7

## Flora \& Ulysses

Author: Kate DiCamillo Illustrator: K.G. Campbell Funny, Grades 3-7

## Freak the Mighty

Author: Rodman Philbrick Friendship, Grades 5-7


## Outside Shot

Author: Fred Bowen Sports/
Gaming, Grades 4-7

## Paws: Gabby Gets It Together <br> Author: Nathan Fairbairn Illustrator: Akua Holmes <br> Nature, Grades 4-7

## GLASSROOM AGTIVITY

## MIND MELD 21

In general, teams that work well together have some type of group think: they've agreed upon a clear purpose and everyone is involved in helping the team achieve it. This small, deceptively simple challenge demonstrates how important it can be to be tuned in to your team. Can a team of students count to 21 without interrupting each other?

## STEPS

1. After reading about and discussing teamwork, assign teams of 5 or 6. Decide on an amount of time for this activity: some teams will complete the task almost immediately (there are some variations to keep them engaged) and some might not complete the task at all.
2. Establish the challenge and ground rules:

CHALLENGE: Relying only on your group think, count out loud from 0 to 21 without talking over each other. GROUND RULES:
i. Teammates should stand roughly/comfortably shoulder-toshoulder in a circle.
ii. Teammates may not make any eye contact; teammates should spend the entire count looking at their own shoes.
iii. Only one person may say a number (i.e., if two people start speaking at the same time, the team must return to zero.)
iv. Teams cannot call out the numbers in any order or pattern (i.e., they can't go around the circle or try to establish a pattern.)
3. Variations:

- Keep time / try to shave time off a successful run
- Give teams 1 minute to discuss what helped them succeed

4. Ask students to complete an exit card after this activity: What did you learn about teamwork from this activity?

## HOME AGTIVITY

## FAMILY TEAM TIME

Your middle schooler has been learning about teamwork at school and this activity is designed to extend the learning at home.

A family functions as a team a lot of the time, but what would happen if you turned a regular family activity into a super teamwork event? Imagine getting dinner ready with a full team of experts in the various roles....

## STEPS

1. Select a family activity for a teamwork adventure. We'll use getting dinner ready as an example throughout these steps, although any family activity could work.
2. Identify the things that would need to happen during this activity and the people you would need to have on the team.

- In our example, those would include
- Coach: assigning roles, providing directions, keeping morale up
- Public Relations: preparing a menu, getting everyone excited to eat, asking for news about how things are going
- Manager: setting the table, gathering dishes/utensils
- Players: prepping (e.g., chopping, opening cans), cooking/assembling

3. Have some fun with this and let your "team" take on and complete the task.
4. Talk about whether your family enjoyed this activity and which, if any, parts of it you might like to keep doing.

## STUDENT AGTIVITY

## TEAMWORK IN THE MOVIES

You've been talking about teamwork in school and are probably on some teams, even if they're informal. Knowing what makes a team great can be very useful as you move through school, work, and hobbies. (This activity may sound easy, but you can get deep into the analysis.)

## STEPS

1. Pick a movie that has a clear focus on teamwork. Some examples are Remember the Titans, The Avengers, Apollo 13, Miracle. Tip: You can stream lots of movies through public library apps.
2. Prepare to watch the movie. You will need something for taking notes such as a phone, computer, or notepad/pen.
3. Watch the movie and take notes about the teamwork:

- How does the team develop?
- Is everyone happy about it?
- Is there a turning point when they click as a team?
- How and when do you know it's a good team?
- What do people (coach/leader, players/participants) do (or not do) that affects how well the team works?
- Etc.

4. From your notes, write a set of instructions about how to form a great team. Of course, there's a little bit of magic in the development of every great team, but your list will likely be a good start for all the teams you will be on in your life.
