**THE TEAM BUS**

This game provides an interesting method of demonstrating the core skills needed for a team.

Using flip-chart paper, draw the outline of a bus. Instruct the group to add components to the bus and explain what it stands for and how they can relate that to the team. Give one example and then let them go.

Break team into groups of four or five. Allow 20 minutes for the team to draw the bus and 5 minutes for each team to present their vehicle. The total time depends on the number of groups you have.

Some examples:   
Draw the antennae so that we have good communication or the wheels keep us in motion. The rear-view mirror to keep an eye on where we have been, headlights to help us find our way, a trunk to store all our knowledge and tools, the petrol tank to provide energy when we need it, etc.

