

# **Number Shuffle**

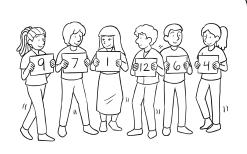
Very simple energising team-building exercise.

## **How To Play**

- In advance, prepare a set of large printed numbers 0 to 9 on individual sheets of paper (see Resources tab.)
- 2. Also, write a long list of small and large numbers which utilise only one instance of each digit.
- 3. When ready, distribute one printed number so that each person is holding one of each of the ten numbers.
- Challenge your group to shuffle the numbers they are holding as fast and as accurately as they can to match each number you announce over several rounds.
- 5. Announce your first number or write it on a whiteboard / flip-chart paper, eg 96,471.
- 6. In this case, the five people holding these particular numbers will shuffle their positions to represent the number 9 6 4 7 1 while the rest of the group steps back and looks on.
- 7. Continue to announce more numbers, bouncing between small and large numbers regularly.
- 8. Play for up to 5 minutes and/or try something new from the **Variations** tab.

## **Variations**

- Audible Number Shuffle: Resist the temptation to make this task easy (by writing the announced number for all to see) and call it out aloud only.
- Change Up: For each round, ask your group to swap numbers so that everyone has a different number for the next round. If you like this idea, you'll love Change Up, a fantastic team-building exercise.
- **Competition 1**: Challenge your group to accurately re-create as many of the numbers you announce in



#### **Benefits**

- Easy set-up
- Playful & fun
- Promotes cooperation
- Focus on perspective
- Simple props

**Time** 5 - 10 min

### **Props**

- Set of large printed numbers, 0 to 9
- · List of numbers
- Stopwatch (optional)

People Small (8-15 ppl)

one or two minutes. Repeat this challenge several times to achieve a nominal world record.

- Competition 2: Form multiple teams of 10 people each. Equip each team with a full set of 0 to 9 numbers. Announce a series of numbers and award the first group to form the correct number with a point. The team with the most points at the end of, say, ten rounds, wins.
- Take a look at <u>Quick Shuffle</u>, a simple group initiative that directs your group's attention on making the least number of moves or shuffles as possible.

## **Leadership Tips, Video Tutorials & More**

https://www.playmeo.com/activities/team-building-problem-solving-activities/number-shuffle/

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