

# SUPERPOWER

## INSTRUCTIONS:



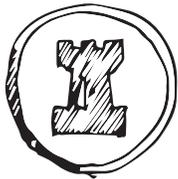
### WHEN TO USE

- Creativity warm-up
- Team-building
- Overcoming team challenges



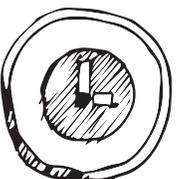
### WHAT IS NEEDED

- Superpower flipchart template (See Clearworks preprinted template)
- Markers
- Tape
- Optional: Handout listing superpowers (for inspiration only, team is not required to choose one)



### PLAYING THE GAME

- Randomly split into breakout groups of 3-4
- First, pick a superpower -- If you could have one superpower on your team, what would it be? What would your superpower look like?
- Then think about why that superpower is the one you chose?
  - » *How would it change the team?*
- Next, think about what that power would do for your team, what can you achieve with that superpower:
  - » *What would it allow you to do?*
  - » *What challenges could you overcome?*
- Fill in your flipchart. Use markers to either draw pictures or write in your answers.
- Tape your flip chart to the wall
- All teams present to the large group



### TIMING

- On average between 60-90 minutes total depending on how many people are participating
  - » *10 minutes to introduce the game and to breakout into groups*
  - » *20 minutes to play the game*
  - » *10 minutes per group for group presentations and discussion*