

# Teamwork game "LEGO Ducks" © NanoGiants Academy 2015 - 2025

## Procedure

It fits well in 30 minutes, but only if it is actively moderated the whole time.

Activity	Goal	Activity Objective	Instruction	Duration
<b>Simply build ducks</b>	Get to know the kit. Try out what works.	<u>Round 1:</u> Everyone gets a bag of parts and simply builds a duck.	"Everyone builds a duck with all the parts in the bag." Then point out how many different results there are: People are creative and diverse.	No stress. 😊 5 minutes is definitely enough.
<b>What makes a "real" duck?</b>	Define what a duck is, because from the next activity only "real ducks" count.	<u>Common definition:</u> Team comes to a shared definition of what a "real duck" is.	"Why are they all ducks?" "Agree on <b>three</b> criteria that make a duck. We'll work with these from now on when we build more ducks." Moderate and write down what the participants name. (Beak, wings, ...). Prevent trivial things like "red parts" or "has eyes" from being used. Ensure that everyone agrees with the definition. Then, to make it clear how serious the definition is, check all ducks and clearly state which ones are not "real ducks". It is not absolutely necessary to have them converted and it costs time.	5 minutes.
<b>Maximize team results</b>	Talk, listen, find the best solution for the team.	<u>Round 2:</u> All ducks are disassembled.  Everyone draws a task for round 2 (blue font).  Then everyone builds their duck.	Preparation: <ul style="list-style-type: none"> <li>Choose tasks to suit the number of participants. <b>Make sure that at least one task creates a network between the participants.</b></li> </ul> Introduce the rules: 1. everyone may only work with their own parts.	Hard limit 5 minutes, even if the discussion is still going on!

		Hopefully they talk to each other. 😊	<p>2. read the piece of paper, but <b>do not show it to anyone else.</b> (Reading aloud is ok, but should not be given as a hint).</p> <p>3. get as many points as possible <b>for the team.</b></p> <p>4. only "real ducks" count</p> <p>5. max. 5 minutes</p> <p>Score points afterwards.</p>	
<b>Communication rules</b>	The participants find out what the success factors were and what was not helpful.	<p><u>Best practices</u></p> <p>Participants talk about what was good and what was not so great.</p> <p>In doing so, they define communication rules for the team themselves.</p>	<p>Open questions: "How was it? What worked? What didn't? What could have been different? ..."</p> <p>Let participants talk and repeat important statements.</p> <p>Final question: "So how would you proceed if you had to build again?"</p>	As long as it is running.
<b>Dealing with disruptors</b>	Implement experiences from before. Try out dealing with disruptors in a team. Have fun.	<p><u>Round 3</u></p> <p>All ducks are disassembled.</p> <p>Everyone draws a task (black lettering) <b>and</b> a behavior (orange lettering).</p> <p>Everyone behaves appropriately and builds their duck.</p> <p>Hopefully they remember the best practices they just wrote down. 😊</p>	<p><b>Preparation:</b></p> <ul style="list-style-type: none"> <li>Choose tasks appropriate to the number of participants. <b>Make sure that at least one task establishes links between the participants.</b></li> <li>Select as many 😊 as ☹️ from the behavior cards so that it doesn't get too intense.</li> </ul> <p>Introduce extended rules:</p> <ol style="list-style-type: none"> <li>same rules as before regarding the building tasks.</li> </ol> <p>Only when this is understood, hand out the behavior cards.</p> <ol style="list-style-type: none"> <li>behave as stated on the behavior sheet , <b>but do not talk about it.</b> For adults, refer to "stage directions / improvisational theater".</li> </ol> <p><b>Important:</b> Make sure that it does not become</p>	Hard limit 5 minutes

			stressful, but remains funny. Those who do not want to act must not be forced.	
<b>Conclusion</b>	Be aware of disruptors. Think about how to deal with them.	<u>Reflection</u> Participants talk about what was good and what was not so great.	<b>Beware of the question:</b> "Do you know this about your own team?" This can lead to lengthy discussions or group-dynamic processes that cannot be moderated "just like that". Therefore better not!	As long as it runs.
			Introduction: "How did the disruptors =☹ feel?" "Were the others able to use the tips = ☺?" Then as before. Open questions ...	
<b>Feedback</b>	Say the most important thing again, listen	Moderator	1. each participant thinks about what was the most important thing for him/her and says it again. Everyone should say something. But no one is forced. <b>No discussion, no evaluation.</b> 2. micro-feedback: How did you like it? No one has to say anything, everyone can.	As long as it runs.

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## Tasks for round 2

<p>You get 1 point, if your duck is the highest of all.</p>	<p>You get 1 point, if you do not build all the parts.</p>	<p>Nobody gets any points, if not all parts are built.</p>
<p>Everyone gets 1 point, if all the ducks look the same.</p>	<p>You get 2 points, if your duck falls over.</p>	<p>You get 5 points, if your duck looks different from all the others.</p>
<p>You get 3 points if you use the two red parts as wings.</p>	<p>You get 2 points if you use the two red parts as feet.</p>	<p>You get 2 points if the red parts of your duck touch each other.</p>
<p>You get 1 point if all the pieces are on top of each other.</p>	<p>You get 3 points if exactly three different pieces touch the table.</p>	<p>You get 3 points if you build a duck that fulfills two other tasks.</p>

### Tasks for round 3

You get 1 point, if the piece with the eyes is not the top piece.	You get 1 point, if only yellow parts of your duck touch the table.	Nobody gets points if two ducks look the same.
You get 2 points if both red parts are attached to the stone with the eyes.	You get 1 point, if your duck is the lowest.	Your left neighbor's points are doubled if your duck looks like his.
You get 2 points, if you use the two red parts as a beak.	You get 1 point if your duck's beak is not red.	You score 3 points if exactly one yellow and one red part of your duck touch the table.
Each duck whose lowest piece is yellow gets 1 point.	Each duck that looks like yours <u>and</u> fulfills its own task gets 1 extra point.	You get 2 points, if the studs of all your pieces are pointing downwards.

### Behavior for round 3

<p>☹️ <i>You only talk when someone asks you a direct question.</i></p>	<p>☹️ <i>You only talk about how beautiful the other ducks are.</i></p>	<p>☹️ <i>You don't build at all, but join in the discussion.</i></p>
<p>☹️ <i>You pick someone and explain that what he/she has built does not count as a "real" duck.</i></p>	<p>☹️ <i>You are constantly rebuilding your duck, no matter what is being discussed.</i></p>	<p>☹️ <i>You demand that the definition of "real duck" be changed.</i></p>
<p>😊 <i>You make sure that everyone presents their task.</i></p>	<p>😊 <i>You keep an eye on the time.</i></p>	<p>😊 <i>At the end, you ask everyone if they like the solution.</i></p>
<p>😊 <i>You remind everyone what counts as a "real" duck.</i></p>	<p>😊 <i>You make sure that not just one person talks, but that everyone has their say.</i></p>	<p>😊 <i>You write down for everyone to see (blackboard, flipchart, whiteboard, ...) how many points are awarded for what.</i></p>