

Mission package 4 – Team Fun and Energy (Peer Archetype)

- Your goal is to make sure that your team remains vital, does not starve or die of thirst and has fun doing the tasks
- Show with own example how to achieve this goal
- Encourage shared decision-making when suggesting an idea how to do

Useful material:

On decision-making

- *Material on Decision-making on IM I Learning Platform, Module 4*
<https://henkel.lms.crossknowledge.com/site/facilitator/path/616#path/activity/25458>
- *What is Swarm Intelligence? (3 mins on YouTube:*
<https://www.youtube.com/watch?v=jfoAYq-gk98>)

On fun and energy

- *Tutorial - Learn How To Juggle 3 Balls (7 mins on YouTube:*
https://www.youtube.com/watch?v=x2_j6kMq1co)
- *Virtual Team Building Activities (7 mins on YouTube:*
<https://www.youtube.com/watch?v=7ZOrLaTqmKg>)