Team Up with Teddy!

A Game to Build Leadership and Teamwork

Materials

1. This printable (3 pages)
2. 2 to 6 players (a class can play in small teams)
3. One die
4. One coin, eraser or button: your team token
5. Scissors to cut out the cards
6. Crayons or markers

Grades K–5 · About 20 minutes

How to Play

1. Design your pennant and pick a team name.
2. Put the token on START. Shuffle the cards face down.
3. Take turns rolling. Move the ONE team token. Everyone is on the same team!
4. Land on a star? Draw a card and do it together.
5. Reach the GOAL and everybody wins!

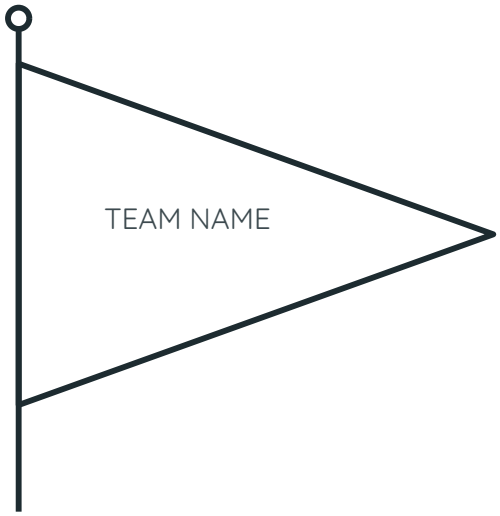
Space rules are on the game board (page 2).

Teddy's Lesson on Leadership

A leader helps everyone on the team do their best, working toward a shared goal.

Teddy has big dreams, but he can't reach them alone. Just like Teddy, you can spot what makes each teammate great, and reach a goal together.

Design your team pennant!



Our team name:_____

Our big goal: _____

_____

Draw a symbol for each teammate!

Color the pennant together. Everyone adds something!

Strengths We Spotted

Teammate	is great at...

Fill this in as you play the Spot a Strength cards.

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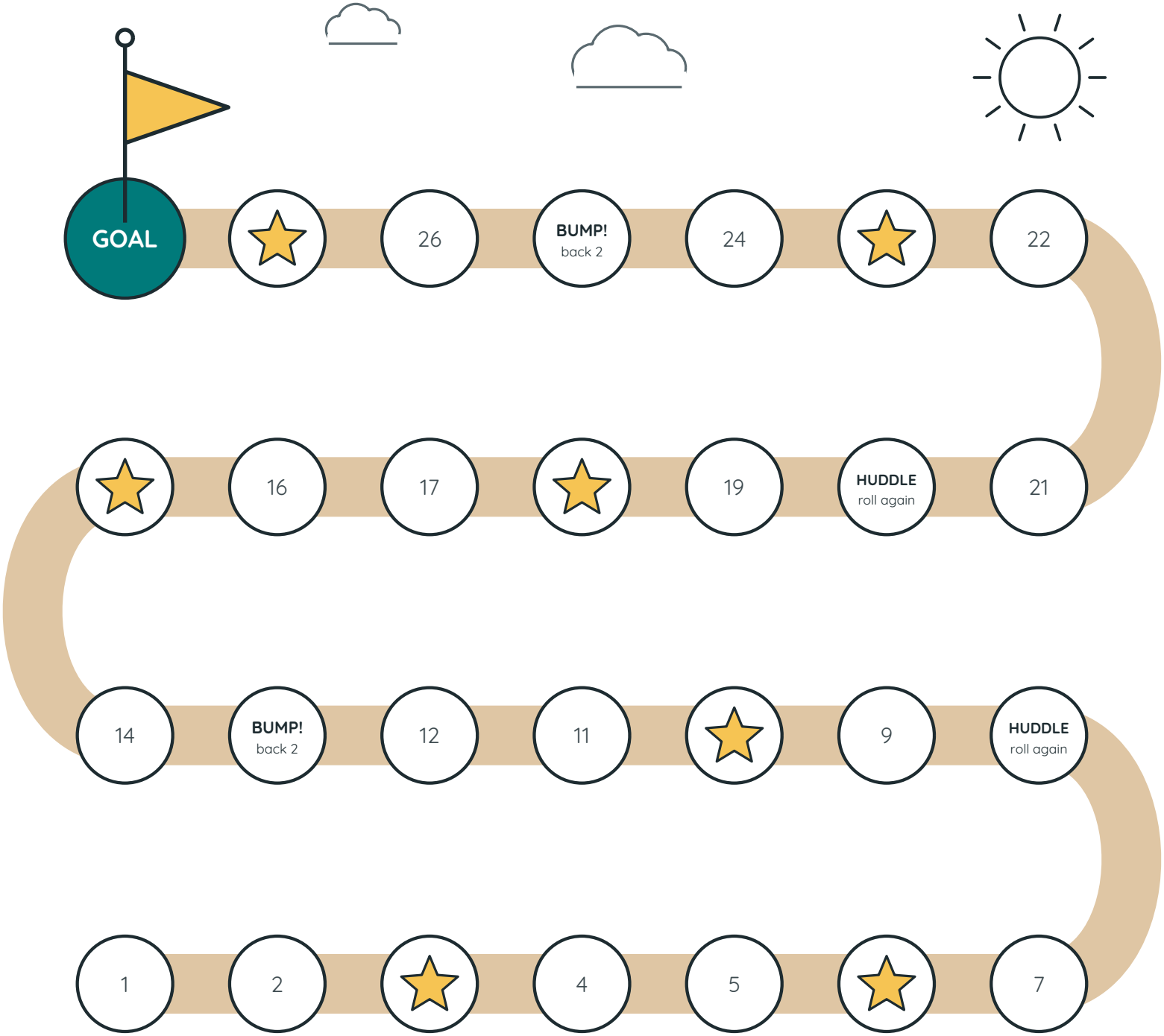
Team Up with Teddy!

Game Board: one team, one token, one goal



★	Star: draw a Team Card and do it together.	**HUDDLE**	Everyone cheers your team name, then roll again.	**BUMP!**	Go back 2, unless a teammate says “I can help!”

No one plays alone: if a teammate gets stuck on a card, anyone can help.

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Team Cards

Cut along the dashed lines. A grown-up or a reading buddy can read cards aloud.

Spot a Strength

Tell the player on your left one thing they are great at.

Move ahead 2

Spot a Strength

Tell the player on your right one thing they are great at.

Move ahead 2

Spot a Strength

Name a strength of someone who isn't playing: a friend, teacher or family member.

Move ahead 1

Lift Someone Up

Thank a teammate for something they did today. Add a high five!

Move ahead 1

Lift Someone Up

Cheer for the next player before they roll. Make it loud!

Move ahead 1

Leader's Choice

You're the leader! Pick a teammate to roll for the team, and cheer them on.

Roll again

Leader's Choice

You're the leader! Ask, "What's our goal?" Everyone answers together.

Move ahead 2

Big Dreams

Share one big dream. Who could help you reach it?

Move ahead 2

Big Dreams

Ask a teammate about their big dream. How could you help?

Move ahead 2

Team Challenge

Without talking, line up by birthday month. Use hand signals!

Move ahead 2

Team Challenge

Stack everyone's hands in the middle, then lift them up with a team cheer.

Move ahead 1

Team Challenge

Each player names an animal. No repeats! Help anyone who gets stuck.

Move ahead 1

Talk About It (for teachers and parents)

- What strength did a teammate spot in you? Did it surprise you?
- Teddy has big dreams he can't reach alone. What is one big dream of yours, and who could help you reach it?
- How did your team help each other get to the GOAL? Who helped someone who was stuck?
- Teddy brings out the best in others. What is one way you can help a classmate do their best this week?

Take it further

As a class or family, choose a real shared goal (like a tidy book corner or a kindness week). List each person's strength and how it could help the team reach the goal.

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