

The Corporate Playbook



Bring the Transformational Power of Play to Work



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Welcome to the Power of Play

At Right To Play, we've spent the last 25 years harnessing something simple, yet profoundly transformative: **play**.

From classrooms in Ghana to community centres in Lebanon, we use play to help children learn, heal, and thrive – even in the face of adversity. **Play builds trust, sparks joy, and fosters resilience.** It's how children discover their voice, and how communities come together.



This playbook is our invitation to you – our partners in impact – to bring a bit of that same energy into your own spaces. These activities are designed to help your teams connect, collaborate, and grow. Think of them as small sparks: ways to **boost morale, build trust, and create space for joy at work.**

We hope they bring a smile to your day, just as play brings light to the lives of millions of children around the world.

Here's to 25 years of protecting, educating, and empowering – and to the next 25, together.





A Day Dedicated to Play

On March 25, 2024, the UN adopted a resolution to declare June 11th as the annual **International Day of Play**, as part of a global movement led by a coalition of organizations, including Right To Play. This day celebrates the transformative role of play in human development.

This important milestone marks a global recognition of the importance of play, and Right To Play is proud to be one of the founding organizations.

For close to 25 years, Right To Play has been there for children, protecting, educating, and empowering them to rise above adversity through the power of play. Our aim is to support children in some of the world's most challenging contexts, helping them rise above adversity and to thrive.

As conflict, crises, and climate disasters continue to drive millions of children into poverty and marginalization, our support is now more urgent than ever.

On June 11th,
we ask that you
please join us in
celebrating the
International
Day of Play!



United Nations

Play isn't just for kids,
it's a game-changer
for workplaces.



Incorporating play into your company culture isn't just a nice-to-have, it's a game-changer. It leads to better ideas, stronger teams, and happier employees. So, why not bring a little more play into your workday?

[illegible]

BE PART OF THE CHANGE



①

Play it forward

Engage your corporate team in **creative play activities** to raise funds for Right To Play by organizing a play day!

②

Bring play to the workday

Plan a workplace play session and encourage employees to take part. Share your moments on social media, tagging @RightToPlay and using **#InternationalDayOfPlay** and **#PledgeToPlay**.

③

Spread the joy of play

Post photos, videos, and reflections about your play experiences. Showcase how **play fuels creativity and team-building** in your organization. Inspire others by tagging us and using our hashtags.



Give the Gift Of Play!



Support children and youth
around the world in honor
of International Day of Play!

\$20

Give two menstrual hygiene
kits to keep girls in school

\$40

Provides two weeks of after
school play based programming
for Indigenous children and youth

\$60

Provides emotional support for
children in crisis

\$150

Can help children go back to
school after crisis



To donate **scan the
QR code** or go to
tinyurl.com/GIFTSOFPLAY

Let's celebrate the
transformational Power
of Play together.



Get in touch

For more information on how
Right To Play can support your play at
work activation, please contact:
corporatepartnerships@righttoplay.com



Icebreakers & Team Bonding

HUMAN KNOT



Players: 6-20



Equipment: A ball of yarn or string



Time: 15-20 minutes

Perfect for breaking the ice at a corporate retreat or onboarding session. Encourages problem-solving, communication, and a bit of laughter.

How to play

1

Have your group stand in a circle. Give the first person the end of the yarn.

2

One by one, each participant grabs the yarn (without letting go of the previous handhold) and tosses the ball of yarn to someone across the circle while still holding their strand.

3

Once everyone is holding onto the yarn, you'll have a tangled human web.

4

Without letting go of the yarn, the group must work together to untangle themselves back into a circle.

Reflection Questions:

1. What strategies helped your group work through the tangle?
2. In what ways does this reflect how we handle complex or “tangled” problems at work?

DRAWING RELAY



Players: 4+



Equipment: Whiteboard or flipchart, markers



Time: 10–15 minutes

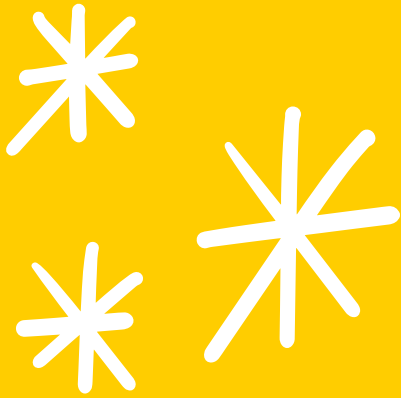
Creative warm-up for brainstorming sessions or innovation workshops. Great for loosening up the analytical brain.

How to play

- 1** Gather your group and give them a single sheet of paper or flipchart.
- 2** Decide on a common object or theme to draw (e.g. “A dream workspace” or “Innovation”). Encourage people to be as creative as possible. Think outside the box.
- 3** One person starts drawing and has 15 seconds to contribute before passing the pen to the next person. You may choose to give people more time if there are less participants.
- 4** Each person continues where the last left off until everyone has contributed.

Reflection Questions:

1. What was your approach when it was your turn to draw? Did you plan or go with instinct?
2. How does this activity mirror how we collaborate on creative or strategic projects in our team?



Creativity & Innovation Boosters

GROUP STORY



Players: 3+



Equipment: None

(optional: record the story on a whiteboard or paper)



Time: 10-20 minutes

Ideal for storytelling workshops or content teams. Sparks creativity and team synergy.

How to play

1

One person begins a story with a sentence (e.g., "At our next big product launch...").

2

Going around the circle, each person adds one sentence to continue the story.

3

Continue until it reaches a natural or absurd conclusion.

Reflection Questions:

1. Every campaign is a story told by a team – how does your chapter support the bigger narrative?

TEAM TRUST



Players: 6+



Equipment: blindfolds, objects for obstacle course



Time: 20+ minutes

Building trust, empathy, and communication under pressure. Use this game during leadership or team development sessions to foster collaboration, strategy, and vulnerability.

How to play

- 1** Set up a safe “obstacle course” using everyday items.
- 2** Divide participants into pairs. One is blindfolded (the Truster), the other is the Guide.
- 3** The Guide must verbally direct their partner across and back—without touching them.
- 4** If the Truster touches an obstacle, they must start the course from the beginning.
- 5** Switch roles and repeat.

Reflection Questions:

1. What made you feel confident or unsure?
2. What does trust look like in our workplace?



Mindfulness & Well-being

CELEBRATION CIRCLE



Players: 6+



Equipment: Music (optional)



Time: 5+ minutes

In a circle appoint a lead to call out if statements. "if you have done xyz, enter the circle" the folks that do, high five. It's a way of acknowledging peoples strengths in the workplace or in general

How to play

1

Appoint a game leader and Invite participants to form a large circle.

2

Explain that:

- The game leader will call out an "if" statement. (e.g., "If you like to run, come into the circle").
- The participants will enter the circle if that statement reflects who they are or what they like.
- The participants in the centre high-five each other while the other participants cheer for them.

3

Repeat with a few more "if" statements until every gets the hang of it. (e.g.: "Come into the circle if you can climb a tree/...if you like to help others/ ...if you play an instrument/ ...if you play a sport"). Then invite players to take a turn and call out statements that reflect their peers' strengths and skills. Don't forget to high-five and cheer after each round!

Reflection Questions:

1. Reflect on the importance of recognizing and celebrating people's strengths.

BODA BODA



Players: 6+



Equipment: Optional blindfolds



Time: 15–20 minutes

Leading under uncertainty, remote communication training. Use this game to practice non-verbal leadership and empathy, especially in environments where clarity is crucial.

How to play

- 1** Break into pairs. One partner closes their eyes (the “Boda Boda”), and the other becomes their leader.
- 2** Leaders create four non-verbal signals for directions (e.g., tap on left shoulder = turn left).
- 3** Guide your partner safely through a defined space using only those signals.
- 4** Switch roles after each round.

Reflection Questions:

1. What kind of leadership style helped your partner succeed?
2. How did it feel to follow without seeing?



Collaboration & Problem-Solving

COLOR CONNECTION



Players: 4+



Equipment: 3+ different coloured items
(sticky notes, flashcards, fabric swatches)



Time: 15+ minutes

Visual thinkers, memory-building workshops, and energizers during long meetings. Use this game to boost memory, pattern recognition, and group focus. It's especially fun during creative sessions or learning events.

How to play

- 1** Place colored items in view. Assign each color a specific action (e.g., red = clap, blue = spin, yellow = touch your head).
- 2** Start a round. The game leader shows a sequence of colors, one at a time.
- 3** Players must remember the sequence and do the corresponding actions.
- 4** Each round, the sequence gets longer.
- 5** Anyone who makes a mistake sits down. The last person standing wins—or just play for fun!

Reflection Questions:

1. What helped you remember the sequences?
2. How do we process and recall information as a team?

SECRET DIRECTOR



Players: 4+



Equipment: None



Time: 10+ minutes

Pay attention to the Secret Director and copy their movements. You can play this at in-person events and meetings to loosen up the group and encourage concentration.

How to play

- 1** Ask participants to form a circle.
- 2** One person will volunteer to be the Guesser. Ask the Guesser to close their eyes. Then ask for another volunteer to be the Secret Director. Once the Secret Director is selected, the Guesser can open their eyes.
- 3** The Secret Director will make a movement, which everyone will copy -- for example, rubbing their eye. The goal of the group is to keep the identity of the Secret Director secret. The Guesser's goal is to guess who the Secret Director is.
- 4** The Secret Director can change their movement from time to time, taking care not to get caught.
- 5** When the Guesser correctly guesses the Secret Director, a new Guesser and Secret Director can be appointed.

Reflection Questions:

1. How did it feel to follow someone without knowing who was leading?
2. What does this game teach us about observing and responding in team settings?



RIGHT TO PLAY

25 YEARS



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