



FUN VIRTUAL ACTIVITIES

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Welcome!

My name is Alison “Ali” Mabins, I’m your Community Programs and Unit Cohesion Coordinator (C-3).

As your C-3, my primary function is to serve as the UNITE Squadron POC’s focal point for planning, development and coordination of programs and events whether on or off the installation, or virtually!

Don’t know who your Squadron UNITE POC is? Not a problem, I do.

We have some GREAT virtual team-building events ready for you to choose from. Unit-developed ideas are highly encouraged; feel free to submit your own virtual event ideas. Events can be submitted for a flight, work center or squadron. We’ll continue to update our virtual activities with your ideas, so be sure to check back.

Sincerely,

Ali

Alison Mabins, C-3



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VIRTUAL UNITE EVENTS

ELIGIBILITY

AF Active Duty, Reservist and Civilian assigned directly to the Squadron, (family members and contractors are encouraged to participate, but are not eligible for reimbursement).

UNITE Activity Reimbursement: up to \$13.50 per person

UNITE Food Reimbursement: up to \$5.00 per person

EVENTS

You have the flexibility to create your own, or choose from readily developed virtual events. All new events will be evaluated on a case-by-case basis. UNITE program guidelines still apply; events must be cohesive. As your C-3, I am available to help you develop and execute your virtual event.

THINGS TO CONSIDER

Trustworthy platforms, IOS requirements, are your participants at home or in the office? NOTE: Ensure you are not promoting unauthorized use of government network and laptops. More than likely a virtual game will be used on a phone and/or personal laptop and network.

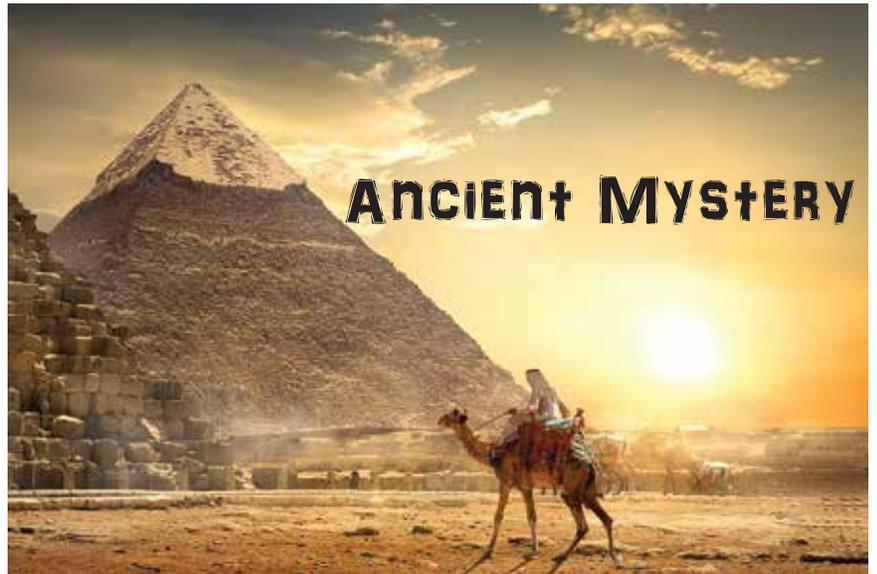
PROCESS

Simple! Email me your event request (located on the last page), cc your Squadron UNITE POC and/or First Shirt. I will help you prepare your event form, ready for your Commander's (or designee's) signature. Upon final approval, I'll send you an email...HAVE FUN! Send me a quick After Action report letting me know how successful your event was.

INCLUDES

Virtual Game Host
Platform: Zoom.us

Cost: \$13.50 per person
Minimum: 25 people
Length: Up to 90 minutes



[Teambuilding.com/services/usaf](https://teambuilding.com/services/usaf)

The Ancient Mystery experience combines the best elements of a traditional murder mystery with the unique game mechanics of a virtual conference room. Our senior facilitator will lead your team through a series of clues and challenges related to one of Ancient Egypt's most infamous and true murders. Your people will work in virtual teams to solve wickedly smart puzzles in a race against time - experience ends with the big reveal told as an engaging story by our master storytellers.

INCLUDES

Virtual Game Master
Platform: User's Choice

Cost: \$13.50 per person
Minimum: 50 people
Length: Up to 1 hour

Available for any size group,
recommended for
individuals or splitting into
teams of 4 to 5 people



[Wildlydifferent.com](https://wildlydifferent.com)

Set your participants up on remote teams and provide voice or video conferencing for them to confer on together. Different players get different versions of the game, ensuring they must all work together to win. Teams search for and solve a variety of clues and puzzles to break out of a series of three screens pictured on their device. Their goal? To free themselves before time runs out! The winning team is the one with the most points earned and fastest escape time.

EPIC ESCAPE GAMES

Epicescapegame.com

INCLUDES: Virtual Game Master

Platform: Zoom.us

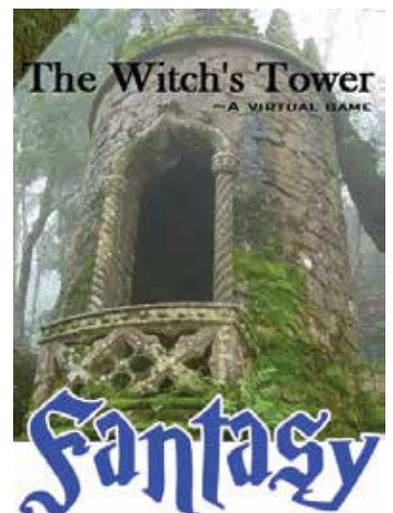
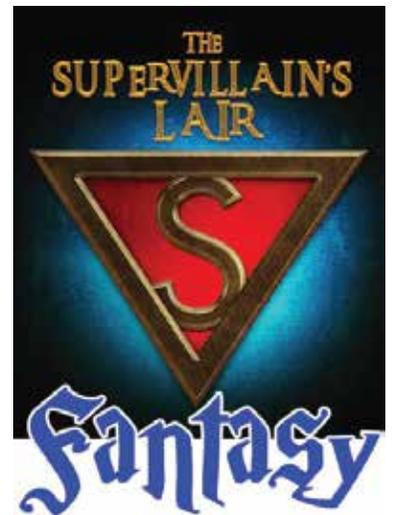
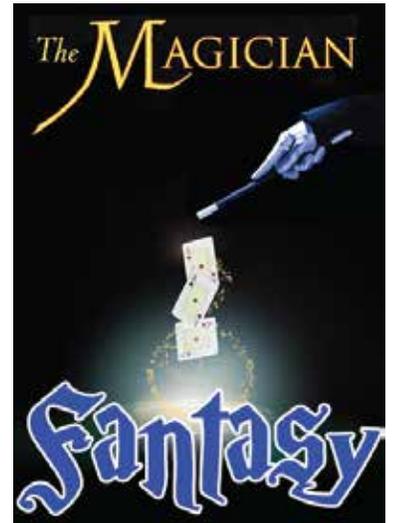
**Cost: \$13.50 per person. Minimum: 2 people,
Maximum: 64 people, length: Up to 90 minutes**

Combine your knowledge to solve an audio-visual escape room with the power of imagination. Each room is complete with their own story, characters, setting, puzzles, and secrets. Never fear as you will be guided thru the experience by a trusty Game Master.

THE MAGICIAN: You've been obsessed with learning The Magician's fantastic secrets since you first saw him perform. You just might have that opportunity tonight! You sneak backstage to meet your magical idol, but The Magician has different plans. He locks you in a room filled with tricks, traps, and magic. How do you escape a room with no door?

SUPERVILLAIN'S LAIR: Not long ago, crime was rife in your city. Then came the heroes. They swooped in and cleaned up the town! However, not everyone actually loves them. In fact, your local newspaper has offered a Million Dollar reward for their secret identities. You're pretty sure you've found their headquarters. But, after entering you instead discover it's the lair of the supervillain, Viperyon, and it appears he's figured out a hero's secret identity... you must get out of here and warn them before it's too late!

THE WITCH'S TOWER: Lost...deep in the darkest part of the forest, the fog swirls around your feet just as you spot an incredibly tall tower. You remember an old tale about a princess, a tower and a man-eating witch. This CANNOT be ignored! You courageously scale the tower. However, once within the rope snaps and you fall to the ground. You're trapped! Can you escape the Witch's wrath? No matter the outcome this will surely be an Epic tale!



INCLUDES

Online Game Master
Platform: User's Choice

Cost: \$13.50 per person
Minimum: 50 people
Length: Up to 1 (one) hour

Available for any size group, recommended for individuals or splitting into teams of 4 to 5 people. Your team may not be together in an office, but they will feel like they are together during this game! Teams collaborate over voice/video conference to tackle challenges together and earn collective points. Using their own devices, players open challenges by touching items pictured on a screen showing a home office. For instance, when participants touch the camera, they see extreme close-up images of items and must try to guess what they are. When they click on the headphones, they hear sound bites and answer questions about them. Or, when they touch the coffee cup, they have to guess if the startling facts presented are true or false. The game dictates who will tackle each challenge - one person on the team may be selected randomly by the game, or all play - so, players must stay alert and work together to advance. The team with the highest score at the end wins!



[Wildlydifferent.com](https://www.wildlydifferent.com)

INCLUDES

Expert Facilitator
Platform: Zoom.us

Cost: \$13.50 per person
Minimum: 25 people
Length: Up to 90 minutes



How to Manage Remote Teams

[Teambuilding.com/services/usaf](https://teambuilding.com/services/usaf)

If you have managers and leaders that are new to managing remote teams, then we can help. We will share techniques, tips and ideas for running successful virtual meetings, powerful ways to engage remote workers and ensure productivity, and how to trouble-shoot the most common pitfalls. Session is an example of fun and engaging online training and includes virtual team building games.

INCLUDES

Online Game Master
Platform: User's Choice

Cost: \$13.50 per person
Minimum: 50 people
Length: Up to 1 (one) hour

Teams gather over voice or video conference and all view the game board over their own devices.

Teams race against the clock trying to clear the board and earn as many points as possible before time runs out by answering questions revolving around popular culture. Some challenges require just one randomly chosen player on each team to submit the answer, although all team members should discuss the question. Some require everyone to weigh in, which puts strategy into play as points are divided based on how many answered correctly. Your group will definitely not be bored as they engage in this fast-paced “board” game!

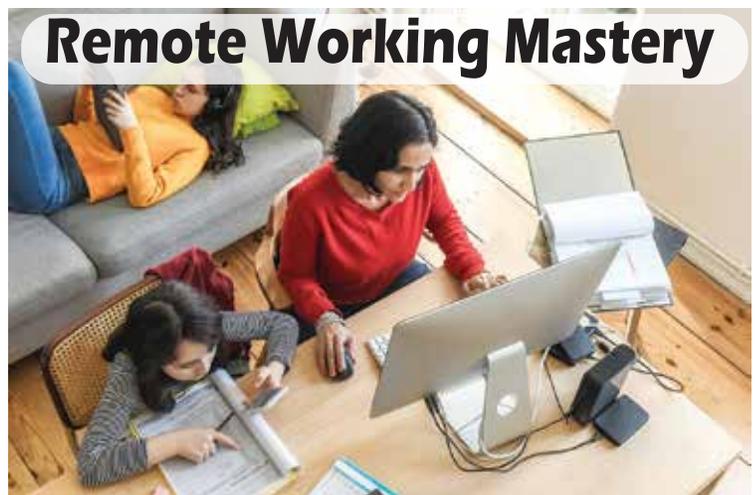


[Wildlydifferent.com](https://www.wildlydifferent.com)

INCLUDES

Expert Facilitator
Platform: Zoom.us

Cost: \$13.50 per person
Minimum: 25 people
Length: Up to 90 minutes



[Teambuilding.com/services/usaf](https://www.teambuilding.com/services/usaf)

Is your team new to working remotely? Our expert facilitators will get your group up to speed, quickly. Your training includes tips for productive work, health and wellness, setting boundaries and more. The goal is to help remote amateurs become remote advanced workers, as soon as possible. The experience also includes a number of light virtual team building activities to keep it fun and collaborative.

TRIVIA



INCLUDES
Virtual Game Host
Platform: Zoom.us

Cost: \$13.50 per person
Minimum: 25 people
Length: Up to 1 (one) hour

[Teambuilding.com/services/usaf](https://teambuilding.com/services/usaf)

This event is all the fun of a slightly chaotic pub trivia night...without the sticky tables, loud music and overpriced beer. Virtual Team Trivia combines wildly smart questions with unique game mechanics in a way that builds meaningful connections. Choose from one of our themes like science, sports, interstellar or Rock & Roll, or you can create your own theme with customized trivia.

TEAM CHALLENGE APP

INCLUDES: One (1) week app access

Cost: \$13.50 per person for 50 to 99 people
\$10 per person for 100+ people

- Customized daily challenges: fitness, games, wellness, fun, cohesion & resiliency.
- Live “virtual” event kick-off from virtual facilitators
- Access to leader board
- Final virtual scrap book



[Teambonding.com](https://teambonding.com)

VIRTUALLY UNITED GAMES

Teambuilding.com/services/usaf

INCLUDES: Virtual Game Host

Platform: Zoom.us

Cost: \$13.50 per person. Minimum: 25 people, length: Up to 1 (one) hour

Battleships & Trivia* This event includes a series of games and challenges incorporating battleships and USAF trivia. Virtually United Games are focused on friendly competition and fierce collaboration in a way that binds people together.

Minimum: 25 people

Length: Up to 90 minutes

Wiki Wars*

New icebreakers, wildly smart trivia, and a flagship game called "Wiki" Wars. A virtual game of exploring and racing through Wikipedia articles!

Minimum: 25 people

Length: Up to 90 minutes

Virtual Feud* Experience a new game created based on popular game shows like "Virtual Feud" and Match Game; it uses the familiar mechanics of the namesake games, and adds on elements of individual insights that create bonds between your people. The goal is to build strong teams over shared experiences and interests. It's powerful... and fun.



INCLUDES

Virtual Game Host
Platform: Zoom.us

Cost: \$13.50 per person
Minimum: 25 people
Length: Up to 90 minutes



[Teambuilding.com/services/usaf](https://teambuilding.com/services/usaf)

This game combines elements of popular role playing games, world building, storytelling, friendly competition and fierce collaboration. Essentially, a few wizards have been at battle for as long as anyone can remember and need your help to resolve the conflict. Your coworkers become the wizards' minions: gathering sparkles, casting spells and competing to be the first and most successful team to bring the war to a peaceful resolution.



Revitalizing Squadrons

“...the beating heart of the Air Force”

The UNITE Program provides Commanders with funding to initiate programs that will benefit all Airmen in their unit. This includes assigned Active Duty, Reserve and APF/NAF civilians.

Family members are welcome to participate, but must pay the full cost of any associated fees.

Be sure to Email your C-3: “Ali”, Alison.mabins.2@us.af.mil and share your virtual team building experiences and ideas!

EVENT PROPOSAL

Squadron Information

Unit: _____ PAScode: _____

Unit POC: _____ Email: _____

Planned number of participants: _____

Normal duty shift of participants: _____

Unit subset: _____

Event Information _____

Type of event: _____

Description: _____

Event location: _____

Proposed date & time: _____

Activity expenses: _____

Food expenses: _____

Participation Reason(s) Develop a new skill or competency
 Improve physical fitness
 Increase morale, camaraderie or esprit de corps
 Promote interaction between unit members
 Provide opportunity for fun or relaxation
 Reinforce peer, unit/squadron or AF core values
 Work on a team building exercise

Commander/Designee Signature _____

All activities require a Commander’s signature.
Final approval is coordinated with the Air Force Services Center.