

ACTIVITY

FAST, FUN, AND CONNECTED: 7 STAFF GAMES TO TRY ANYTIME

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GAME ON FOR CONNECTION



Strong teams are built through little moments of laughter, surprise, and connection. These quick games can be played throughout the school day with little prep and big payoff. From sneaky stickers to scavenger hunts, each idea is designed to spark smiles, celebrate staff, and strengthen relationships across your building.

Best of all: they're easy to set up, fun to play, and flexible for any size team.



Pro Tip: Use these games just as they are, mix and match for inspiration, or adapt them with your own school flair. However you play, the goal is simple: **spark joy, build connection**, and **have fun** planning something memorable for your team.

1 Sticker Sneak

How it works: Give each staff member 5 themed stickers at the start of the day. The challenge is to stick them on others without being caught. If someone notices and calls you out, you must take the sticker back.

What you need:

- Stickers (stars, apples, pawprints, etc.)
- A small prize for the winner (optional)

Winning: The first person to use all their stickers or the one with the fewest left by day's end wins.

Variation: Instead of stickers, use sticky notes with short compliments or positive words.

→ **Why try it:** Adds playful energy to the day, breaks up routines, and gets staff interacting in fun, unexpected ways.

2 Connection Quest

How it works: Each staff member gets a card with 3 "find someone who..." prompts (example: "Find someone who has taught for more than 10 years" or "Find someone who has run a race"). They ask colleagues questions to complete their card.

What you need:

- Pre-printed Connection Quest cards (or a whiteboard/poster with prompts)
- Pens or Markers

Winning: The first to complete their card or the one with the most filled boxes at the end of the day wins.

Variation: Make it team-based: grade levels or departments work together to complete one shared card.

→ **Why try it:** Encourages conversations, helps staff learn fun facts about each other, and strengthens the sense of belonging.

3 Find Your Match

How it works: Give each staff member a card with half of a pair (examples: Peanut Butter / Jelly, Question / Answer, Pencil / Eraser). Staff mingle throughout the day until they locate their match.

What you need:

- Cards with matching pairs
- Prize or recognition for pairs (optional)

Winning: The first pairs to find each other win a small prize, or all matched pairs get entered into a raffle.

Variation: Use school-specific pairs: principal/assistant principal, mascot/school colors, student/staff, etc.

→ **Why try it:** Encourages mingling, sparks laughter, and makes staff connect with colleagues they might not normally talk to.

4

Mystery Mascot Hunt

How it works: The leader hides small mascot cutouts (or themed icons) around the school before the day begins. Staff keep an eye out during their routines—walking to class, visiting the lounge, or stopping by the office—and collect any mascots they find. Each cutout can have a point value, and staff turn them in at the end of the day to tally scores.

What you need:

- Cutouts or printed icons of the school mascot
- Score sheet for tallying totals
- Optional prize for the winner

Winning: Each mascot is worth points (e.g., 1–5 points depending on difficulty). The person with the most points at the end wins.

Variation: Make it team-based: departments pool their mascots to reach the highest score.

 **Why try it:** Adds adventure and movement to the day, makes common spaces exciting, and brings out playful competitiveness.

5

Secret Staff Swap

How it works: Each person draws a name in the morning. Throughout the day, they leave small notes, kind words, or small tokens of appreciation for their person. At the end of the day, everyone gathers together and guesses who their secret supporter was.

What you need:

- Slips of paper with names
- Notes, sticky notes, or small tokens

Winning: There doesn't have to be a winner—just the fun of revealing! Or, the most creative supporter can be celebrated.

Variation: Do a weeklong version where each day includes a small act of kindness.

 **Why try it:** Celebrates staff, spreads encouragement, and builds a culture of recognition and support.



Rock, Paper, Scissors Showdown

How it works: Each staff member starts the day with one beaded necklace (or a few beads/bracelets). Throughout the day, they can challenge another staff member who also has beads to a quick round of Rock, Paper, Scissors. The winner collects the loser's beads. Staff without beads can still challenge others—if they win, they earn a bead to get back in the game.

What you need:

- Beaded necklaces, Mardi Gras beads, or strings of beads (one per person to start)
- A small prize for the overall winner

Winning: At the end of the day, the person with the most beads wins a prize.

Variation: Give bonus prizes for "most challenges attempted" or "best comeback story."

→ **Why try it:** Fast, silly, and energizing. This game adds bursts of play to the school day, gets staff moving and interacting, and builds fun, competitive spirit.



Schoolwide Scavenger Hunt

How it works: Staff follow rhyming clues placed around the school. Each clue leads to a common room (that most schools have). At the end, they reach the "treasure"—a small prize, snack, or token of celebration.

What you need:

- Pre-printed clue cards (1 per location)
- Final "treasure" (snacks, beads, candy, staff coupons, etc.)

Winning: Everyone who completes the hunt gets to claim the "treasure." You can also do a raffle for all finishers.

Variation: Do a holiday or theme-based scavenger hunt (Valentine's, winter break, school spirit week).

→ **Why try it:** Encourages movement, teamwork, and excitement. Brings a sense of adventure into an ordinary school day.

EXAMPLE HUNT PROMPTS



Front Office

"You've made it at last, your journey complete,
Where visitors enter and staff you will meet.
The treasure awaits where the workday flows,
The final stop—where everyone goes!"



Nurse's Office

"A place of care when you feel unwell,
With bandages, ice packs, and stories to tell.
Check where comfort and kindness are always near,
Your next clue is waiting right here."



Copy Room

"Next stop awaits where papers fly,
Machines hum loudly as pages multiply.
In the land of toner and paper stacks,
You'll find your clue—no need to relax!"



Library

"A world of stories, quiet and bright,
With shelves of treasures from morning to night.
Seek near the desk where books are checked through,
Your next hidden clue is waiting for you."



Gym

"Where sneakers squeak and whistles sound,
Energy, movement, and laughter abound.
Check near the court or the balls in a row,
That's where your next clue is ready to show."

EXAMPLE HUNT PROMPTS

Staff Lounge

"Your journey begins where the coffee flows,
A place for a break when the morning slows.
Search near the pot that perks up the crew,
And there you'll discover your very first clue."

Cafeteria

"Where trays are filled and voices rise,
The scent of lunch is no surprise.
Seek near the tables where students dine,
Your next hidden clue will be easy to find."

Custodian's Room

"Where brooms and buckets stand in a row,
And tools are ready to fix what will go.
The keeper of clean has treasures too,
Search here to uncover your hidden clue."

Principal's Office (Final Treasure)

"Where big decisions are often made,
And plans for the school are carefully laid.
Knock on the door where leadership stays,
Your treasure awaits at the end of the maze!"



Pro Tip: Consider ending the hunt in your office so you can reward participants personally with the "treasure." This gives you a chance to celebrate staff face-to-face, share a laugh, and make the finale feel even more special.

CONNECTION QUEST **PRINTABLES**

NOTE: TWO VERSIONS



COLLEAGUE CONNECTIONS

WAS IN A SCHOOL PLAY OR MUSICAL	COACHES A SCHOOL SPORTS TEAM OR CLUB	CAN SPEAK A 2ND LANGUAGE	WORKS OUT BEFORE SCHOOL	WAS BORN THE SAME YEAR AS YOU
IS ALWAYS EARLY TO STAFF MEETINGS	LOVES THE SAME SPORTS TEAM AS YOU	HAS A CLASSROOM PET	WENT TO THE SAME COLLEGE AS YOU	HAS THE SAME FAVORITE FOOD AS YOU
HAS RAN A 1/2 OR FULL MARATHON	HAS A SIBLING WHO IS ALSO AN EDUCATOR	FREE SPACE	LOVES PINEAPPLE ON PIZZA	HAS TAUGHT 20+ YEARS
WAS BORN IN ANOTHER STATE	HAS BEEN TO DISNEY WORLD	HAS A PET AT HOME	HAS TRAVELED TO MORE THAN 5 STATES	WENT TO THIS SCHOOL AS A STUDENT
LOVES TO READ MYSTERY NOVELS	HAS MET A CELEBRITY	COLLECTS SOMETHING (MUGS, SHOES, ETC.)	HAS ON A TEACHER THEMED SHIRT	IS A COPY MACHINE WHISPERER

NAME:

COLLEAGUE CONNECTIONS

HAS THE SAME FAVORITE SEASON AS YOU	HAS A CANDY DRAWER STASH	LOVES TO SING KARAOKE	AS THE SAME FAVORITE ICE CREAM FLAVOR AS YOU	HAS A DEGREE IN A SUBJECT DIFFERENT FROM WHAT THEY TEACH
HAS THE SAME FAVORITE ARTIST OR SINGER	HAS A COFFEE IN HAND EVERY MORNING	LOVES BAKING OR COOKING	HAS THE SAME FAVORITE SUBJECT TO TEACH AS YOU	HAS TAUGHT IN A DIFFERENT CITY OR STATE
HAS THE SAME NUMBER OF SIBLINGS AS YOU	GRADUATED COLLEGE THE SAME YEAR AS YOU	FREE SPACE	CAN DO A CARTWHEEL OR HANDSTAND	HAS BEEN A MENTOR TEACHER
HAS WORKED IN ANOTHER CAREER BESIDES TEACHING	HAS BEEN TO A CONCERT IN THE LAST YEAR	IS LEFT-HANDED	HAS BEEN AT THIS SCHOOL FOR OVER 10 YEARS	IS IN A BOOK CLUB
USUALLY GETS TO SCHOOL THE SAME TIME AS YOU	LOVES SPICY FOOD	HAS THE SAME FAVORITE SNACK AS YOU	HAS THE FAVORITE HOLIDAY AS YOU	LOVES ENDING THE DAY WATCHING TV

NAME:

FIND YOUR MATCH **PRINTABLES**



LIST OF PAIRS



1. Chips / Salsa
2. Mashed Potatoes / Gravy
3. Spaghetti / Pasta Sauce
4. Bacon / Eggs
5. Burger / Fries
6. Cookies / Milk
7. Shoes / Socks
8. Fire / Ice
9. Fork / Spoon
10. Pen / Paper
11. Pencil / Eraser
12. Peanut Butter / Jelly
13. Coffee / Donuts
14. Pancakes / Syrup
15. Farmer / Tractor
16. Soap / Water
17. 6 / 7 (fun number pun "Six/Seven")
18. Shrek / Donkey
19. Jay-Z / Beyoncé
20. Taylor Swift / Travis Kelce
21. Prince William / Kate Middleton
22. Woody / Buzz Lightyear
23. SpongeBob / Patrick
24. Tom Hanks / Rita Wilson
25. Ted Lasso / Coach Beard
26. Elsa / Anna
27. Paul Hollywood / Prue Leith (Great British Bake Off judges)
28. Shaggy / Scooby-Doo
29. Mickey / Minnie
30. Zendaya / Tom Holland





FIND YOUR MATCH TRACKER

Use this sheet to track which staff members have each item.

Item	Staff Name	Item	Staff Name
Chips		Fire	
Salsa		Ice	
Mashed Potatoes		Fork	
Gravy		Spoon	
Spaghetti		Pen	
Pasta Sauce		Paper	
Bacon		Pencil	
Eggs		Eraser	
Burger		Peanut Butter	
Fries		Jelly	
Cookies		Coffee	
Milk		Donut	
Shoes		Pancakes	
Socks		Syrup	

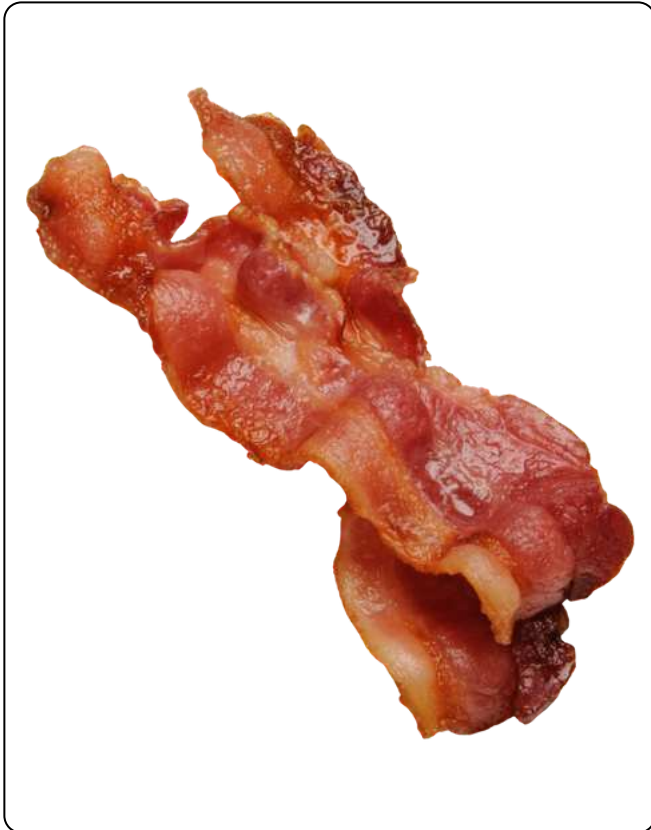


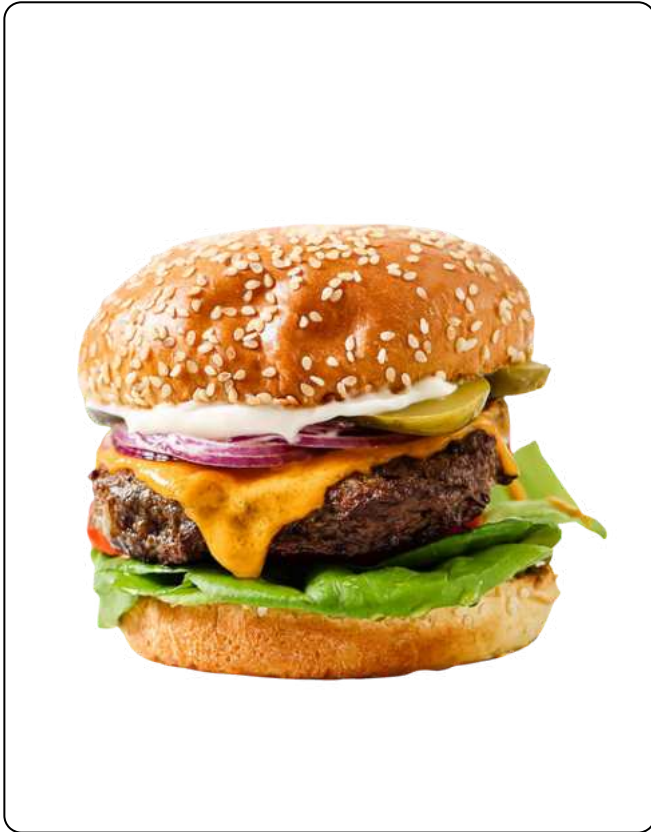


Item	Staff Name	Item	Staff Name
Farmer		Spongebob	
Tractor		Patrick	
Soap		Tom Hanks	
Water		Rita Wilson	
Number 6		Ted Lasso	
Number 7		Coach Beard	
Shrek		Elsa	
Donkey		Anna	
Jay-Z		Paul Hollywood	
Beyonce		Prue Leith	
Taylor Swift		Shaggy	
Travis Kelce		Scooby Doo	
Prince William		Mickey	
Kate Middleton		Minnie	
Woody		Zendaya	
Buzz Lightyear		Tom Holland	











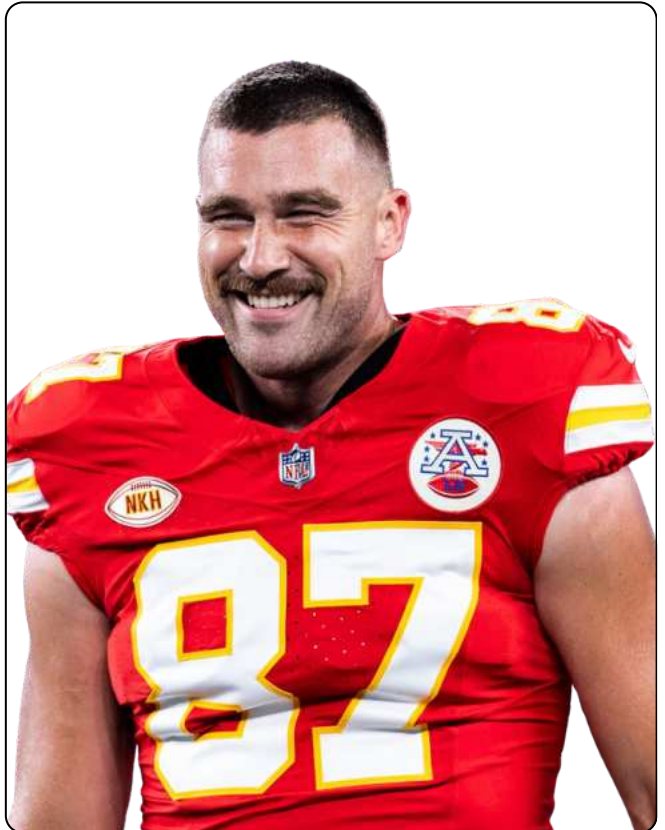




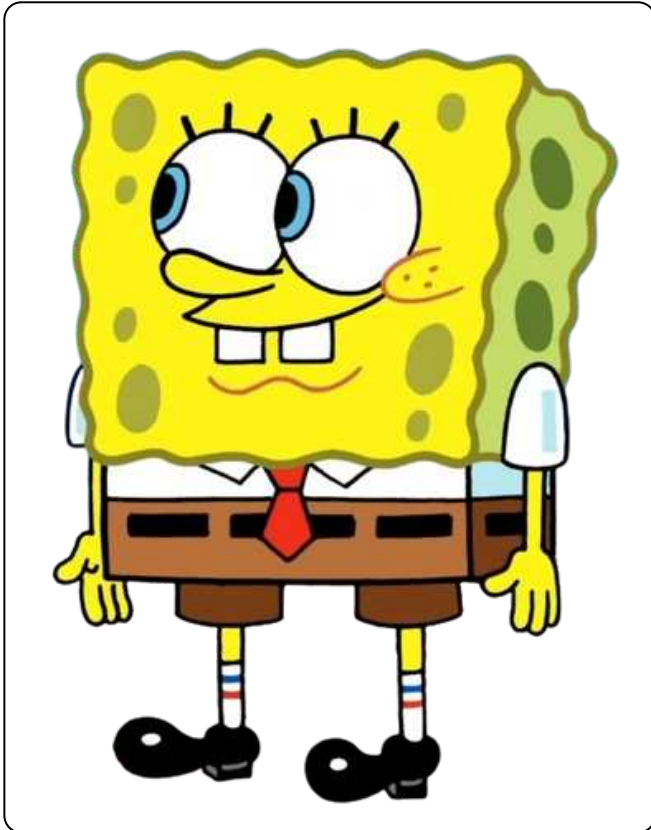


















SECRET STAFF SWAP PRINTABLES



SECRET STAFF SWAP TRACKER

PARTNER ONE	PARTNER TWO

**HANDS DOWN,
YOU'RE THE BEST!**



eele

**HANDS DOWN,
YOU'RE THE BEST!**



eele

**HANDS DOWN,
YOU'RE THE BEST!**



eele

**HANDS DOWN,
YOU'RE THE BEST!**



eele

HIGH FIVE!
YOU'RE AWESOME!



HIGH FIVE!
YOU'RE AWESOME!



HIGH FIVE!
YOU'RE AWESOME!



HIGH FIVE!
YOU'RE AWESOME!



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