



Description

Using a Jenga game with customized blocks, your agents and support staff play to find the game's "winner" piece. If unsuccessful, they will complete the block's suggested act of kindness. This game is a fun way to engage your entire team, promote your company's values, and build your company culture.

Objectives

- Have fun and enhance your company culture.
- Showcase your company's values and commitment to the community.
- Improve office morale, build relationships, and boost self-esteem.
- Spread kindness through the domino effect.

Evidence of Success

The benefits of random acts of kindness are not always tangible or measurable. Observe your staff and see if there is a change in how they engage with one another. Also, see if encouraging your team to spread kindness impacts how the community perceives your company.

Instructions

Preparing Your Game

1. Purchase a Jenga game(s). One game accommodates an office of up to 25 people. For larger offices, use two games and play them simultaneously. You may use a traditional Jenga game or an oversized version.
2. Label the bottom of each game piece (53 [acts of kindness](#), 1 winner). You can either write on your blocks or use [return address labels](#) (Avery #8195 template).
3. Determine how many weeks you wish to play the game (we recommend 3 to 4 weeks). This can change based on how your agents respond.
4. Collect your prizes. There will be one winner each week. Prizes can be simple such as gift cards, candy boxes, coffee mugs, etc.
5. Customize and print your [instruction sign](#).
6. Set up your game and instruction sign in your breakroom or kitchen. **Make sure the writing on the blocks is always facing down.**
7. It is unnecessary to send a message about the game to the office. Your team will be pleasantly surprised when they find it.



Stacks of Kindness

Instructions

Playing Your Game

1. Start your game on a Monday morning.
2. Individuals will play one piece daily using traditional Jenga rules: remove one block from any tower level (except the one below an incomplete top level) and place it on the topmost level.
3. If the piece selected says "winner," turn in that piece to the person managing the game. The "winner" piece is NOT put back into the game until Monday (sooner if you wish to give more than one prize a week). The prize can be awarded immediately or saved for the next sales meeting.
4. If the piece has a suggested act of kindness, complete the task. Everyone is on the honor system.
5. Reset your game every Monday morning. Make sure you put the "winner" piece back in the game. Remember to have the writing on the blocks facing down.
6. If your tower falls before the end of the week, reset the game but don't put the "winner" piece back in until Monday. If the winner piece is missing, you may wish to play a few blocks, so it is less noticeable the weekly prize has already been claimed.

Evaluate Your Game

Take time with your management team to evaluate what went well and how you can improve this game should you wish to play it again. Also, consider obtaining agent feedback.

