

TeamBuild!

Participants will learn:

- the benefits of good teamwork
- the importance of setting clear objectives
- the importance of double-checking work to avoid costly errors
- some problem-solving skills
- the need for good administration and a smooth running operation
- the importance of utilising each team member's special skills

- 🕒 1.5 hours + debrief
- 👥 3-30 (up to five teams of 3-6 per team)
- ❓ Staff at any level
- £ £350
- 💻 PC One required, printer optional

■ A fun, problem-solving activity - with a construction element - where teams compete against each other to score maximum points. But it's a case of more haste less speed!

The activity has two stages. First, teams receive a **Team Brief** and a set of problems on **16 Task Sheets**. The problems are a mix of conundrums and puzzles.

Each problem is numbered and has a points score shown but the points are only available for getting it right first time. Second and third attempts score progressively fewer points. So attention to detail and checking are both crucial.

As soon as teams have an answer to a problem they use their unique pin number to access the computer program and enter their solution. The program checks their answer - with sound effects! Teams need to organise themselves in such a way as to maximize their point score.

In addition, when a team offers a correct answer the computer also shows them a letter. The letters (16 in all) can be arranged on their **Scoresheet** to spell out an instruction. This leads to the second stage of the activity which involves a construction.

The pace is fast and furious - it's a race against time – and the other competing teams! A great way to test and develop teamwork skills!



"Leader" Option

You can use *TeamBuild!* in a way that enables you to address both leadership and teamwork skills together.

For each team, select a team leader or ask teams to elect a leader. Leaders are then issued with a **Leader's Brief** so it is the leader who reads up on the task, then returns to the team to brief and lead them in the competition.

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Trainer's Role

- 1 Divide participants into teams. Explain, briefly, the general nature of what is going to happen. Introductory PowerPoint provided in the pack.
- 2 Issue a Team Brief and set of the Task Sheets to each team. (For the leadership option, select or elect team leaders. Call the leaders to the front and issue a Leader's Brief to each.)
- 3 Observe participants at work. Are they forming an effective team? For example, do they organise themselves? Do they minimize the chance of error? Do they cooperate with each other?
- 4 When teams have collected their points and letters of the alphabet and worked out the message, issue them with additional resources (newspapers, tape and scissors) for stage two - the construction.
- 5 At the deadline, stop all work. Measure the height of each construction (that conforms to the conditions stated).
- 6 For each team, retrieve their problem-solving score, from the computer, and add it to the height (cms) of their 'construction'.
- 7 Before announcing the final scores lead a discussion on, what happened and what key lessons were learned from each stage.

Trainer's Notes give full guidance on running a session and conducting the Debrief.

Testimonials



Organisation name withheld

We used TeamBuild at a two day conference for 110 staff members from different regions. It transformed a host of apprehensive delegates into energetic, involved participants AND allowed them to examine their team roles.



Organisation name withheld

Extremely engaging and enjoyable activity that rapidly facilitated involvement and highlighted many central issues about teamworking.

Pack Contents

- Trainer's Notes
- PowerPoint Presentation and PDF files for re-printing team materials
- Team Briefs
- Set of 16 Task Sheets x5
- Briefs for Leadership option (PDF files)
- Pad of Scoresheets
- Sticky tape & scissors x5
- Tape measure

Plus newspapers to be provided by Facilitator

Purchasers

Coming soon!
Launched January 2015