






TeamBuild!

With a diverse range of tasks to do, teams must quickly identify the skills of its members.

-  **1-1.5 hours + debrief**
-  **3-30** (up to 5 teams of 3-6 per team)
-  **For staff at any level**
-  **Includes computer program** (internet access required)
-  **550** (hard & digital copy) or **499** (digital copy) ex VAT



TeamBuild!

The strength of a team is the sum of its parts!

Pack contents



Learning objectives

- To identify factors that make a good team
- The importance of being organised and setting clear objectives
- The importance of matching tasks with individuals' special skills
- Avoiding costly errors by double-checking each other's work
- To use basic problem-solving skills
- The need for good administration and a smooth running operation

About the activity

TeamBuild! is a two-stage, competitive activity. Teams first receive a Team Brief, a set of 16 Tasks and a Scoresheet. The tasks are a mix of conundrums and puzzles, requiring different skills. Some are easy some less so. Each team is given a unique PIN to access the (one) computer program and enter their solutions. If a correct solution is entered into the program, the team banks a full score for the task - BUT it has to be right first time. Second and third attempts score progressively fewer points. So attention to detail and double-checking are crucial!

Key to the activity is the need for teams to organise themselves in such a way as to maximize their point score. Who is best suited to do this task and who will double-check it? How can time be maximised? Coordination is key. As well, for each correct answer, the program reveals a letter of the alphabet (16 in all) which can be arranged to spell out a simple instruction. This leads to the second stage of the activity, a construction task, and the need for a totally different skills-set. Using newspapers, sticky tape and scissors, teams must build the tallest, free-standing giraffe possible. All attempts to cheat (strapping to table legs, leaning on pillars etc) is strictly forbidden - but that won't stop teams from trying! Fun activity, serious learning.

Leader Option - with a slight variation in the running, TeamBuild! can be used to address both leadership and teamwork skills.

Pack contents

- Trainer's Notes
- Computer Program
(internet access required)
- PowerPoint Presentation
- Team Briefs
- Sets of 16 Task Sheets
- Briefs for Leadership option
- Score Sheets
- Handouts: Performance Checklist & The Best Approach
- Sets of Sticky Tape & Scissors
- Tape Measure

This activity is for face-to-face training. It is supplied as a hard copy pack and the digital files are supplied via the Northgate Trainerhub (or you can purchase the digital copy and source the sticky tape, scissors and tape measure yourself).

Five-year licence

This Northgate training activity comes with a five-year licence for repeat use with up to 30 participants.

Ideally suited to

Any course where you need full team engagement and motivation and fun. Ideal for problem-solving, teamwork and leadership courses and for bonding teams on away-days and conferences.

TeamBuild!

FACTSHEET

Customer reviews

Thanks Northgate for the *brilliant* TeamBuild! It was great for getting teams to work together and it went down a storm!
Fiona Flemington, Corporate & Executive Coach, The Insightful Coach Consultancy

TeamBuild! was *lots of fun* and we were able to assess skills and behaviour very well.
Samantha Plant, HR Advisor, Hitachi Rail Europe

Have used TeamBuild! with many different groups - always hits the mark. *Excellent* for identifying components of effective teams.
F. Henry, Enfield Council



Trainer's role (full guidance supplied in Trainer's Notes)

- Divide participants into teams. Introduce the session using the PowerPoint.
- Issue a Team Brief a set of the Task Sheets, Scoresheet and PIN 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.)
- Observe participants at work but don't get involved. Are teams developing effectively? Do they organise themselves well? Do they minimize the chance of error? Is there team harmony and cooperation?
- When teams collect all their points and letters of the alphabet and work out the message, issue the resources (newspapers, tape and scissors) for the construction.
- At the deadline, stop all work. Measure the height of each construction (that conforms to the criteria given - so no giraffes taped to doors etc).
- For each team, retrieve their problem-solving score from the program, and add it to the height (in cms) of their giraffe.
- Before announcing the final scores and winning team, lead a discussion on what happened and what key lessons emerged at each stage.

Northgate says...

It's a fast-paced race against time - and the other teams! A great way to assess and develop teamwork skills, have fun and nurture that competitive spirit!

Ordering is easy!

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Fast delivery

Digital files are accessed via our online Trainerhub and hard copy packs are sent via courier:
£15 UK (next working day)
£29 Europe (1-3 working days)
£39 International (1-5 working days)

Our guarantee

If you are not 100% happy we offer a 30-day no-quibble returns service on unused goods.



Northgate customers

