

TeamBuild!

FACTSHEET

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

-  **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)
-  **395 ex VAT**



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!* you can be used to address both leadership and teamwork skills.

Five-year repeat use licence

This Northgate training activity comes with a five-year licence for repeat use with up to 30 participants per training session within the licence-holding organisation. Please ask for a discount on multiple licences for larger groups or multiple groups at a time.

Pack contents

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

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!

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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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Our guarantee

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



Northgate customers

