



Wiff Waff

Delegates focus on their behaviour, skills and attributes to achieve their full potential as a team player!

-  **45 minutes + debrief**
-  **3-24** (up to 4 teams of 3-6 per team)
-  **For staff at any level**
-  **No computer program**
-  **250** ex VAT



Learning objectives

- To test and practise team skills in a short team activity
- To build self-awareness about behaviours and attitudes in groups
- To improve teamwork and leadership skills
- The importance of team roles
- Identifying preferred team roles

About the activity

Wiff Waff is the original name for Ping Pong, or table tennis. In this short sharp teamwork activity participants' teamwork skills are put to the test! Issued with a Team Brief describing a forthcoming table-tennis tournament, teams must plan the event.

The order of play, costs, entrance fee, poster design and advertising copy all need addressing. They have 10 minutes' individual planning time, then they come together (virtually) to complete the task.

The activity is based on a set of seven team roles that are considered essential components for high-performing teams: Leader, Planner, Cheerleader, Critic, Doer, Innovator and Observer. The task is designed to bring these roles into relief and gives participants the opportunity to reflect on their own best skills and attributes - and how they fit into a team.

How did the team as a whole perform? How do participants rate their individual performance in relation to the seven team roles? Was it the right role for them in this task? Lots to discuss and reflect on. You can also choose to use the optional handouts to allow participants to assess their own preferred team role.

An exciting team task designed to get your delegates interacting, followed by an opportunity for self-reflection.

Five-year repeat use licence

This Northgate training activity comes with a five-year licence for repeat use with up to 24 participants per training session within the licence-holding organisation. Please ask for a discount on multiple licences to use with larger groups or with multiple groups at a time.

Pack contents

- Trainer's Notes (PDF file)
- PowerPoint (PPT file)
- Team Brief (PDF file)
- Handout: Questionnaire (PDF file)
- Handout: Summary of Team Roles (PDF file)

This activity is supplied electronically.

Ideally suited to

Finding out more, in a non-threatening way, about each individual's skills, attributes and comfort zones.

Perfect for use in a virtual training environment.

The GREAT...



乒乓球

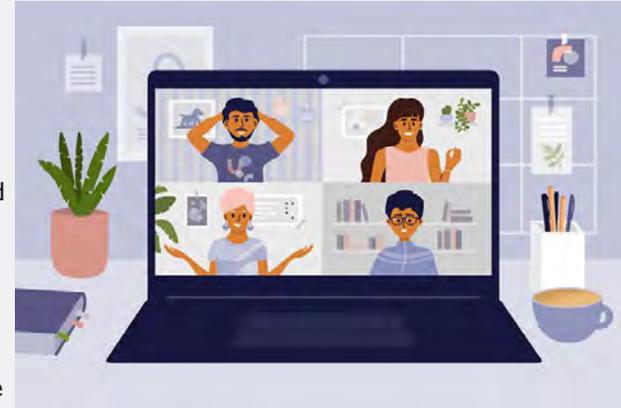
...Beijing Wiff-Waff Tournament!



Wiff Waff

Customer reviews

- “ Used virtually a couple of times and it *worked really rather well*. I adapted the delivery a little by getting them to create answers to the questions (without doing the advert) in the first session. We debriefed that and later in the day they created the ad. This meant some people might have been less effective as their skill sets might have been under utilised. Discussion around how that felt and how to keep people engaged was useful. Northgate products are just as useful in a virtual world!
[Ian Moreton-Thickett, Freelance L&D Consultant, The Development Catalyst](#)
- “ I used Wiff Waff virtually. The poster design element allowed those with more of a *creative flare to shine* and also provided a really good mechanism to learn how to use the online whiteboard tool through some fun trial and error.
[Anon, L&D Manager, Public Sector Organisation](#)



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

- Briefly introduce the activity to all participants.
- Allocate participants into teams and put them into breakout rooms.
- Send a copy of the Team Brief to each individual and allow ten minutes for participants to study it on their own. After ten minutes participants can discuss it within their teams.
- Allow 20-30 minutes for the team task. Observe teams in action and make notes for the debrief in terms of how they worked as a team.
- After the allotted time stop the teams. Ask for results from each team in terms of the answers to the task.
- Lead a general debrief on how the teams operated and a discussion on team roles.
- Use the (optional) PowerPoint to describe and review the seven key roles. Use the optional handouts which are designed to make participants think about their own traits and how they best fit into the key roles required in a team.
- Consolidate the learning by linking the idea of team roles to the workplace and how improvements might be made in terms of self-awareness, behaviours and attitudes.

Northgate says...

The team that functions effectively and efficiently brings together a diverse range of characters, skills, and talents. Having role definitions and responsibilities helps the team to capitalise on the very best of what each person can bring to the team.

Ordering is easy!

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Delivery

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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

