

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**
-  **One laptop required**
-  **350** 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

The activity is a two-stage competition. First, teams receive a Team Brief and a set of problems on 16 Task Sheets and a scoresheet. The problems 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 computer program and enter their solutions. Importantly each problem has a point score. If a correct solution is entered into the computer, the team banks the full score - 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? Coordination is key.

When a team provides a correct solution, as well as awarding a score, the computer reveals a letter of the alphabet. The letters (16 in all) can be arranged to spell out an instruction. This leads to the second stage of the activity which involves 'a construction element' (and the need for a totally different skills-set): the tallest, free-standing giraffe possible, using newspapers, sticky tape and scissors. A great, fun activity but full of serious learning too.

Leader Option You can use TeamBuild! to address both leadership and teamwork skills. For each team, select a team leader - or ask teams to elect one. Issue the leader with a Brief (so it is the leader only who reads up on the task). Meanwhile ask teams to list the key attributes they expect in their leader. The leaders then return to brief their teams and lead them in the task.

Pack contents

- Trainer's Notes
- Computer Program & PowerPoint
- Team Briefs
- Sets of 16 Task Sheets
- Materials for Leadership option
- Score Sheets
- PDF Handouts: Performance Checklist & The Best Approach.
- Sets of sticky tape & scissors
- Tape measure
- PDF files for reprinting team materials

Ideally suited to

Any course where you need full team engagement and motivation.

Ideal for problem-solving, teamwork and leadership courses. Lively, fun activity ideal for relaxing and bonding teams on away-days and conferences.



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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 - briefly. PowerPoint provided.
- 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 computer, 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.

Ordering is easy!

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Northgate says...

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

Northgate customers

