

Team-building Activity « REINVENT YOUR TEAM »

Has your team run out of steam? Is team work no longer fun, and synergy a thing of the past? Plunge into a novel team-building experience and discover the hidden talents and potential of the members of your team.

This activity is an adventure into the unknown where participants reconnect with the power of complementary skills and the pleasure of seeking new personal challenges. Competition, creativity, brain-storming and laughter are part and parcel of the experience, and the unexpected is to be expected!

Objectives :

Removed from the everyday work context, participants overcome various constraints and rediscover the joys of team work. The challenges they face together will:

- Become an experience where the collective skills of the team are put to use and lead to synergy, listening, combining talents, compromise and openness;
- Shed light on the strengths of the individuals and of the group;
- Establish a link, via effective feedback, between the activity and the workplace, with ideas for putting such team skills into practice on the job.

Procedure :

After the actors/facilitators briefly outline the context, the participants are plunged into an inventors' exposition, competing with each other and with other teams. Their mandate is to invent and fabricate from start to finish a useful, everyday object that will come in handy in the kitchen, in the office or at the cottage.

Brain-storming, consensus, allocation of tasks based on the skills of each individual and then... off to the inventors' workshop! Teams are assigned tasks ranging from designing the object to marketing and creating an advertising campaign, with meetings and discussions among the various teams so that all agree on the design, the promotion and the target markets. To add spice to the venture, certain accidents and unforeseen events occur such as tighter deadlines, budget cuts, imposed mergers and cutthroat competitors.

At the end of the project, the participants and the actors/facilitators put themselves in the consumers' shoes, using a specific ratings grid to evaluate the potential of the inventions made by all the teams. The winning team is awarded a patent.

 **Format :**

The team-building activity :

- takes place over a 3-hour period
- involves two actors/facilitators
- is designed for groups of up to 50 people

For additional information please contact our Montreal office at:
514-522-3225 or 1-888-522-2552