



## TEAM WORK

# COLLABORATION CHALLENGES

Teams complete fun teamwork projects that require team collaboration and innovation to achieve success.

## Overview

In this fun, hands-on program, teams design one of our teamwork projects that is formulated to encourage teamwork and team collaboration. The group must meet certain design parameters while staying within their budget. Then their project will compete against other teams to try and outperform them and earn the biggest bonus. But the customer has very specific demands, and groups will have to pay close attention in order to keep the client happy. This is a great program for teams that love a good challenge, and need to focus on larger group goals.

## Goals & Outcomes

- ✓ Have fun together, building morale and camaraderie.
- ✓ Break out of silos and focus on the big picture.
- ✓ Increase communication between team members.

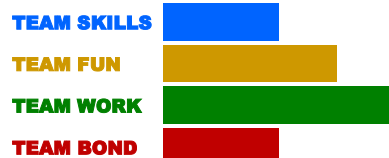
## Rates

Group	<15*	15-34	35-49	50-74	75-114	115-159	160-224	225-300	300+
Rate	\$750	\$50	\$45	\$42	\$39	\$36	\$33	\$30	call

\* Groups under 15 people use the flat rate listed. 15 or more are per person only.

## Details

### Program content:



### Length:

2 hours +/-

### Activity:

Light

### Location:

Indoors

### Group size:

20-500 people

### Includes:

Complete facilitation, participant handouts, project supplies and event photos.

*"Thank you all for helping us pull off a successful event. I'm still receiving complimentary emails." ~ Deloitte*





# COLLABORATION CHALLENGES

## Agenda & Activities

**Warm-Ups** (5 minutes) Fun warm-up activities that get the group moving and ready to fully participate.

**Intro Team Challenge** (10-20 minutes) A quick hands-on activity to get the juices flowing, and get everyone focused on the big picture of developing the team.

**The Teamwork Compass®** (15-20 minutes) We lead a short interactive conversation about the key ingredients of teamwork and the individual strengths of each team member. We then use this metaphor throughout the program to help the team become familiar with this powerful tool, and create a culture of success.

**Team-Up** (2 minutes) If the group is not already split into teams, we conduct a fun, light-activity game to randomly sort participants into teams.

**Collaboration Challenge** (60-120 minutes) Teams are given instructions and materials for the teamwork project. During the team collaboration activity, Atlanta Challenge staff are available for questions, and will take plenty of pictures. Choose from the Teamwork Projects below

**Finale** (5-15 minutes) Each team's project is tested and/or evaluated based on the criteria given. It's always a fun and high-energy moment when teams get caught up in the competition and cheer for their entries.

**Team Review** (5-10 minutes) The group shares their observations about how they performed during the teamwork projects and how to apply those team collaboration lessons to specific situations faced on the job.



### TOWERING ACHIEVEMENT

*Dealing with constant change*

Teams make the tallest tower they can while dealing with an abundance of changes from the customer. Teams need to make quick decisions while also keeping accurate records of costs and profits.



### NETWORK BRIDGES

*Communication & networking*

Teams build bridges from a selection of everyday materials. However, each team's bridge must also link up with another team. This game really challenges team vision and planning when confronted with a multi-team task.



### CLIENT PIPELINE

*Focusing all attention on the customer*

Teams will attempt to keep the customer moving all the way through every department. This pipeline will be created out of a range of materials, various costs, and unique design requirements, while giving the customer a consistent delivery.



### DOMINO EFFECT

*Aligning work across functions*

Teams build a series of domino type sections using a variety of materials and meeting design criteria. Once started, the effect must carry across every teams zone uninterrupted, despite the different requirements given to each team. A true communication test.

