



**TEAM FUN**

# TEAM NETWORKING

Participants network with as many people as possible, and work together to be successful in this fun event.

## Overview

In this fun and fast-paced corporate networking activity, participants work through a series of challenges to earn points individually, based on how well their team does. Between each challenge, everyone is moved to a new team, so in order to succeed individually participants need to do their best with each new group. Participants get to work with a wide variety of people, reinforcing the skills it takes to hit the ground running with a new work group. A great business networking game for large groups.

## Goals

- ✓ Reinforce the importance of working with others.
- ✓ Get to know as many coworkers and colleagues as possible.
- ✓ Improve ability to adapt quickly to a new workgroup and be successful.

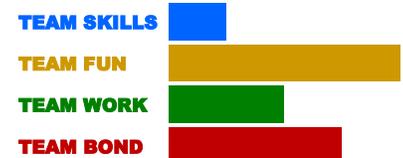
## Rates

Download rate info here: [www.AtlantaChallenge.com/downloads](http://www.AtlantaChallenge.com/downloads)

*"Thanks for a wonderful event. The team is still talking about it. Everything was very well laid out, the games were engaging, challenging, and so much fun." ~ Halyard Health*

## Details

### Program content:



### Length:

2-3 hours +/-

### Activity:

Light

### Location:

Indoors

### Group size:

35-500 people

### Includes:

Complete facilitation, project supplies, and event photos.





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## Agenda & Activities

**Welcome & Warm-Ups** (5-10 minutes) Atlanta Challenge staff welcome everyone to the networking activity and lead some fun icebreakers to get the group fully engaged.

**Event Intro** (5 minutes) Our staff explain the rules for the event and distribute materials to the teams.

**First Team Up** (5 minutes) Participants take a moment to get to know their teammates better. Between each challenge, everyone moves to a new team, allowing for maximum networking in the group. A short get-to-know-you segment precedes each of the networking activities.

**Group Challenges** (45-90 minutes) Participants rotate through a series of challenges they complete with a different team each challenge. Each challenge contributes to the participants' individual score sheets. We provide a range of challenge styles so that everyone has an opportunity to shine. Final networking activities are based on group size, time allotted, and venue.

### Sample activities include:

**Reaching New Heights** Teams build the tallest tower they can, using a limited supply of unlikely construction materials.

**Bridging The Gap** Teams work in two groups to connect a bridge, but they are on opposite sides of a screen. They must communicate in order to get their bridges to meet perfectly in the middle.

**Hitting The Numbers** Teams must successfully transport "customers" using only the resources given. Some "customers" have more value than others, but greater consequences for failure.

**Shape Up** Teams are given sets of puzzle pieces and matching outlines. But the people assembling the puzzles must rely on instructions from their team mates.

**Customer Capture** Each team is given a bag full of everyday office items. They must construct a device capable of catching a raw egg dropped from a height of 8 feet. Each item is assigned a cost, and teams are given a budget and deadline that they must stay under.

**Catapult To Success** Teams are given materials for constructing a working catapult. They will need to strategize which design will best to accomplish their goal of reaching their quota.

**Scoring & Winner Announcements** (5-10 minutes) Individual score cards are tallied, and we announce the high scoring participants.

**Wrap-Up** (5 minutes) We end with a few final words and a group picture.

### Service Project Option

Teams use the points they earn to "purchase" items from a store that we set up at the event.. At the end of the event, teams place their items into a backpack or gift bag or box. This can be done as a food drive, back-to-school backpacks, emergency shelter pack, gift bag of toys, etc. Add \$10-20 per person depending on how much you want to give.

