



TEAM BOND

TEAMS FOR STEAM

Assemble projects for local youth *Science, Technology, Engineering, Arts & Math* programs, and then complete missions with them.

Overview

In this fun technology themed charity team building activity, participants will assemble projects to be donated to local STEAM programs. The projects have many ways to be assembled, so teams will assemble the design that they feel will work best in the challenge round where they will test their project, and their teamwork skills, in our science simulator.

Goals

- ✓ Creatively give back to the community.
- ✓ Develop listening and communication skills.
- ✓ Develop stronger connections with coworkers.

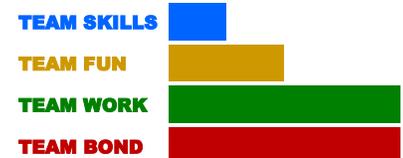
Rates

Download rate info here: www.AtlantaChallenge.com/downloads

"Thanks so much for an incredible team building event - the group had a blast and you did a great job facilitating the event! I look forward to hopefully working with your team again in the future.." ~ Ernst & Young

Details

Program content:



Length:

2-3 hours depending on project selection.

Activity:

Light

Location:

Indoors

Group size:

5-500 people

Includes:

Complete facilitation, event materials, team bandanas, STEAM project(s) and delivery, event photos.





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Agenda & Activities

Welcome & Warm-Ups (10-15 minutes) Atlanta Challenge staff welcome the group and set expectations for the charity team building activity. We then lead some fun warm-up activities that get the group moving and ready to fully participate.

Team Up! (5 minutes) We lead some fun warm-up activities that also randomly create small teams for the rest of the charity team building event.

Strategy Session (10 minutes) Teams review the instructions and timeline. They decide which version of their project they will build to increase their chances of performing well in the final Teamwork Challenge. This is a great exercise in communication!

Building Phase (60-120 minutes) Teams work to assemble their project on time. Of course, we throw in a few roadblocks, such as different teams having different parts of the instructions, some teams having all of one kind of tool, and another team having all of another tool. So even though there is an element of competition in the event, teams still must work together to succeed.

Quality Inspection (5 minutes) Each charity team building project is inspected by your team and our staff to ensure safety and quality.

Teamwork Challenge (15-30 minutes) In this final round, each team must use their completed project to successfully complete a mission. This may be as simple as retrieving an object, a race, an obstacle course, or a robot-vs-robot soccer match (depending on the time and space you have for your event).

Teamwork Review (10-15 minutes) The team discusses what they observed during the activity, how this reflects what happens in their workplace, and what changes will help them be more effective in the future. Organizational silos typically come up.

Charity Introduction (5 minutes) The group learns about the charity that will be receiving the items and why their STEAM program was selected. For larger programs, a representative from the charity may be available to accept the donation.

Wrap-up (5 minutes) We end with a thought provoking activity and a team picture with the projects.

