



TEAM INNOVATION

Develop your team's ability to innovate and collaborate while they brainstorm their way to group success.

Overview

In today's world, innovation is an essential skill. In this interactive workshop, teams combine problem-solving skills with creative, out-of-the-box thinking, utilizing the wisdom of great thinkers and inventors such as Leonardo DaVinci, Benjamin Franklin, and Steve Jobs. Teams tackle a series of innovation projects that combine practical and creative criteria, requiring them to draw from the strengths of everyone on the team. The focus of these projects can be on marketplace innovation or improving internal processes.

Goals

- Master a powerful group brainstorming technique.
- Improve collaboration of effort and synergy.
- Learn a process that utilizes the strengths of each team member.
- Appreciate the contributions of all team members in the creative process.

Details

Length

3-4 hours

Venue

Indoors or virtual

Group size

5-500 people

Includes

- ✓ Professional facilitation.
- ✓ Impactful discussions.
- ✓ Application exercises.
- ✓ Research based materials.
- ✓ Digital review materials.
- ✓ Pre and post strategy sessions with leader.
- ✓ 30-Day follow up with group.

Rates

Venue	Base	11-200	200+
In-person	\$2,950	\$35	call
Virtual	\$2,450	\$15	call

*First 10 people included in base rate.
Add profiles: \$145 per person.
Add 3-month mastermind: \$2,325*

*"The participants were very engaged and satisfied with the session. It was a delight for me to experience a master trainer and effective techniques."
~ Chattahoochee Tech HR*





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Agenda & Activities

Pre-event Consult (30 minutes) The team leader and facilitator review group information, align on outcomes for the event, and discuss other details to ensure a successful program.

Welcome & Warm-Ups (20-30 minutes) Atlanta Challenge staff welcome the participants and set expectations for the innovation training. A few fun warm-up activities are presented to get the group moving and involved.

Intro Challenge (15-30 minutes) We jump right into the program with a thought-provoking team activity that requires ideas and input from the entire group to solve. This gets the group engaged and thinking about what they want to get out of the program.

Individual Thinking Styles Exercise (30-45 minutes) Everyone is creative, just in different ways. This engaging activity helps participants identify their creative qualities and how they can be a helpful part of the team innovation process.

Team Brainstorming (30-45 minutes) Our facilitator leads a group discussion on what it takes to be creative AND effective, utilizing the techniques of great thinkers & inventors. Teams also explore brainstorming in a group setting to get the best ideas from every member.

Team Creations (60-120 minutes) Teams engage in a series of challenges requiring them to innovate unique solutions that meet high standards. Teams are provided with a variety of materials to use, giving them plenty of room to brainstorm their own distinctive outcomes. We have a wide range of projects available depending on your goals, group size, and available space. We work with you to determine the best options. Most groups will do 2-4 different projects.

Here are a couple example activities:

Perpetual Motion Each group tries to make a contraption that will stay in motion for the longest amount of time without any human intervention.

Play The Game Teams take on the role of board game designers and must design, construct, and promote an actual, playable board game. Teams then play and rate each other's creations and give feedback on their creativity and quality.

Team Review (15-30 minutes) The team discusses specific workplace applications for the innovation process.

Wrap-up Activity We end with a fun, thought-provoking activity and a team picture with the group posing with their innovative creations.

Post-event Consult (30 minutes) The team leader and facilitator review how the group responded to the event and what the leader can do to support the team further.

Virtual Group Follow-up (45-60 minutes) A virtual follow-up session approximately one month after the event to review key concepts, answer questions, discuss best practices, and provide accountability for implementing ideas.

