

Play to Win!

“ Thank you for a wildly successful event. The feedback from staff has been very positive – I heard a group still talking about it (Play to Win) yesterday and saying that we should make it an annual event, and several have specifically commented to me on how good Rob was. Everyone had a lot of fun but also learned from the powerful underlying lessons which are directly applicable to the challenges we currently face as company. Rob did an excellent job helping us to recognize the concepts behind the activities.”

C.M. – Gene Burton & Associates



Primary Benefit: Unleash your team’s full potential through fun team building activities!

Secondary Benefits:

- Find new and better ways to communicate easily through team building activities
- Put processes in place to come up with a structured way of communicating and sharing
- Implementation of take home deliverables, which may include: brainstormed lists, group norms (ways of relating to each other) or action plans

The Game: Play to Win! is a half-day program featuring a customized combination of Ice Breakers, Energizers and fun Team Challenges. The idea here is that you speak with one of our facilitators about the specific approach that’ll work best for your team building. After we conduct a needs analysis, Team Bonding will present you with a detailed recommendation. From your perspective, the process will be both quick and easy.

Whatever we come up with together, Play to Win! will have you moving around, but none of the activities will require anyone’s feet to leave the ground. All of the exercises present difficult mental challenges designed to help you achieve the desired outcome regardless of physical ability. Each person will always have choices about how they want to participate. A very successful Grand Finale to Play to Win! is the popular Pipeline game.

Icebreakers, Energizers:

- Physically active non-competitive games
- Create an atmosphere where healthy risk-taking is fun
- Build excitement, alleviate classroom brain-drain
- Encouraging networking and mingling, learning something new about each other
- Keep participants thinking about team skills such as communication and unity

Icebreaker examples are listed below. These or others (but not all) may be incorporated in your customized program.

Playing Favorites - The facilitator gives topics such as favorite music and favorite pastime. Players quickly find everyone else who shares the same tastes. A mix of high-energy fun and discovering commonalities with colleagues help people expand their relationships beyond day-to-day work roles.

Have You Ever? - Fun, high-energy game with the players moving and mingling quickly while learning interesting things about each other. Great for getting to know each other, modeling the interactive learning experience and tone setting.

Full Contact Bingo - Everyone is given a Bingo card with characteristics and hobbies personalized for your company on a grid. Find others who fit these descriptions, write their names in the appropriate boxes and get Bingo before your coworkers do! One of our favorite mixers!

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Quick Line-Ups - By height, by hair length, in alphabetical order by name in less than 60 seconds. Fast moving fun.

Cocktail Party - Pairs are given questions to ask each other and report on later. These generate a mix of interesting facts and humorous stories. This exercise can be used with any desired depth of questions to help people get to know each other better.

Team Challenges:

- Develop critical team performance competencies. The participants must work together and communicate well in order to succeed at the activities
- Create team spirit, excitement and help participants get to know each other better

Team Challenge examples are listed below. These or others (but not all) may be incorporated in your customized program.

On Target - The group is divided into separate “sales groups” and given a task to complete within a strict time deadline in the midst of a rapidly changing environment. As the activity progresses the participants find that they must challenge their own assumptions about competition, problem solving, and “the way it’s always been done,” in order to reach their goals. Critical performance competencies such as innovation, effective brainstorming, finding win-win solutions with co-workers and vendors, etc., are practiced and refined.

Multi-task Madness - Participants develop a system to keep a record number of objects in the air as they move them between group members. Outcome: Encourages discussion about communication norms and interdependencies, exploring ways we can support each other at work while juggling commitments.



Info Swap or Bust - Two sub-teams must work to achieve success in two separate activities; however each team’s success is directly connected to their

abilities to share their best practices with the other team. Outcome: Greater understanding of the value of information sharing (where, when, how), understanding the interconnectedness of different group members and sub-teams, practicing effective listening and communication

Better Get Better - In this high energy exercise, teams are given a task with a tight deadline. They must develop and improve a solution through successive attempts. As the activity progresses, participants find that they must assign roles, clarify rules, and find ways to improve their score repeatedly. They also learn from watching other teams and must decide whether competition or collaboration with others will achieve their goals more effectively. Outcome: Critical performance competencies such as goal and parameter clarification, effective brainstorming, continuous improvement, strategic collaboration, etc., are practiced and refined.

Corporate Dilemma - The participants are divided into Managers, Experienced Employees and New Hires in this simulation. Each sub-group has its own tasks to perform, along with its own goals to reach. Just as in real organizations, they eventually begin asking questions like “What is the common goal?” and “Why are we not reaching it?” The conflict involved closely mirrors real-life dynamics participants face at work. Critical organizational competencies such as communicating a common goal, keeping the big picture in mind while making small decisions, training and empowerment are practiced and refined.

Training Module or De-Brief: A debrief led by the facilitator uncovers group dynamics, team strengths and communication issues. Techniques for progressing as a team and models for more effective problem-solving, etc., are discussed. The group then brainstorms ways to formalize and maximize their communication and total team potential. This increases awareness and develops the skills necessary to be an effective member of a high functioning team.

Program Length: Three to four hours is the norm. Time is customizable to your needs. Full and multi-day options are available.