



MOST
POPULAR



INDOOR



CULINARY



PHILANTHROPY



SPEAKERS &
TRAINERS



OUTDOOR



SCAVENGER &
TREASURE HUNTS



EVENING

CATAPULT TO SUCCESS

LAUNCHING TEAMWORK AND FUN!

BENEFITS & RESULTS

- Builds camaraderie
- Fosters collaboration and teamwork
- Develops negotiation skills
- Engages problem-solving skills
- Cultivates project management skills
- Encourages creative thinking

You couldn't imagine throwing a better event! If you are looking for a program that stimulates creative thinking and goal setting among your team, you've landed on it. Participants create fully functioning catapult machines out of common materials (bungee cords, boxes, cooking utensils, etc.). They test their prototypes, and then compete for distance and accuracy of their launches in their first round.

Next, they are combined in the second round, where they are tasked with taking the best and most functioning ideas from previous designs to make an improved catapult. Through communication and creativity, participants craft the best machines they can dream up. Teams are allowed to refine, negotiate and barter with each other throughout the process, learning applicable business skills along the way.



PROGRAM LENGTH:

Approximately 2 hours. More time is needed for large groups.

GROUP SIZE:

16 - 300+. Some smaller groups can be accommodated with a modified program.

TEAM SIZE:

8 - 10 people per team

SPACE REQUIREMENTS:

A large unobstructed space is needed. Indoors, a room should be free of low hanging lighting fixtures – high ceilings are preferred. Outdoors, consider the role wind and weather will play in this activity.

TRAINING/DEBRIEF:

Choose an optional post-game discussion on cooperation, team problem solving, strategizing, decision-making, and team awareness.

IDEAL USE:

- Conference/meeting breaks
- Product launches
- Sales meetings/retreats

"Phenomenal! It was all positive. Our team had a blast, they couldn't have been more into it, from the ice breakers right up through the main event... Thanks!"

T.S. – COGNIZANT