

SCIENCE FAIR

IMAGINE, INVENT, INSPIRE.

BENEFITS & RESULTS

- Builds creativity and communication skills
- Fosters collaboration
- Promotes brainstorming, and the expression of ideas
- Celebrates team success
- Boosts leadership and team spirit
- Advances resource management skills



Do you remember your first science fair? Did your parents do your project for you? Not this time! This is your chance to act and think like a scientist. Your team will have a day of creation and discovery. There is a science to building great teams and this original team building Science Fair program shows what great teams can accomplish.

At the start of class, the “Teacher” (Facilitator) passes out three quizzes. Teams can work together to complete these quizzes. They must rely on the collective knowledge of their team.

Science Fair Topics Include: Scientific Terms, Famous Scientists, Science Review

After teams have completed and corrected all quizzes, you’ll see who made the “Honor Roll”.

Let The Science Fair Team Building Begin!

Next, it’s time to get to work. Teams rotate through science classes. At each station, teams will complete a science project as outlined, and will compete using their completed projects.

Science Fair Projects Include: Catapult, Kinetic Energy, Squishy Circuits

Winning teams will be announced based on overall scoring. If desired, awards could be given to teams based on categories such as Most Creative, Most Advanced, etc.

PROGRAM LENGTH:

Approximately 1.5 - 2.5 hours

GROUP SIZE:

15 - 50

TEAM SIZE:

6 participants per team is ideal, however, the program could be run with teams of 5-8 participants if needed.

SPACE REQUIREMENTS:

Set up stations will be needed for each of the 3 or 4 science activities that teams will be competing in. The number of teams will determine the set up and rotation.

CUSTOMIZATION:

Our hands-on approach and focus on science and team building practices teaches teams about the fun of science and helps to spark their imaginations! If desired, we can facilitate a “championship” round for each of the science activities, allowing the entire group to watch and cheer on the highest scoring teams.

IDEAL USE:

- Light-hearted competition
- Problem solving
- Nostalgia and fun

“We would like to thank the Teambonding crew for making this such a successful and wonderful event. The facilitators were so friendly, helpful and positive! Everyone that I spoke to had a great time and we really enjoyed getting to know each other... It was such a pleasure to work with you. I hope we will have other opportunities in the future.”

A.Y. – Johnson & Johnson