

Corporate Learning Institute presents...



Portable Team Challenge Activities

Available at our location, or yours!

Corporate Learning Institute

800-203-6734

630-971-5075

corplearning@corplearning.com

www.corplearning.com



The Corporate Learning Institute



The Corporate Learning Institute

About the Team Challenge Cup

The Team Challenge Cup is a 2-8 hour event that allows your group to experience real team work. The activities that we choose depend upon the message that you want to send your group, the physical ability levels of the participants, and the location of the event.

We will help you develop a custom-designed program that develops enthusiasm, collaboration, creative thinking, communication and trust.

You can add classroom sessions, a field guide or even a certificate of achievement so that the event becomes a reference point for team success.

We have included some examples of activities, which are designed to focus on your event's key purpose.





The Corporate Learning Institute

The Fish Adventure

**MAKE THEIR
DAY™**

Excellent customer service is a symptom of a happy, collaborative staff. We use Seattle's famous fish market, Pike's Place Market, to illustrate how outstanding customer service happens naturally.

PLAY™

In this session, we introduce how the Fish Video, which shows how fish are sold to customers in a fun, fast-paced, exciting sales environment.

BE THERE™

The message that is changing your work environment is within your control!

**CHOOSE YOUR
ATTITUDE™**

Next, we break into groups to complete activities focusing on creating an optimal work experience using the concepts of Make Their Day, Play, Be There, and Choose Your Attitude.





The Corporate Learning Institute

Resource Madness

Description

- The team is divided into two small subgroups. Each group has their own work area. There is also a common resource area in the center. It is each group's objective to get all the resources from the center into their work area as quickly as possible.

Key Learning Objectives

- Understanding the value and/or the danger of competition
- Seeing the “Big Team” versus my own functional area
- Knowing that assumptions do not break paradigms
- Seeing that sometimes we work harder – not smarter





The Corporate Learning Institute

The Great Egg Drop

Description

- The large team is divided into subgroups. Each subgroup must engineer a support device that will protect a raw egg from cracking as it is being dropped from a height of 8 feet.
- Each group also prepares a presentation on their support structure as relates to work

Key Learning Objectives

- To metaphorically understand what support in action looks like back at work
- To understand what things we must “protect” back at work





The Corporate Learning Institute

Helium Stick

Description

- This activity is a very simple task of lowering a horizontal held pole from waist length to the ground. The activity becomes complex when the group begins the task. Typically the pole goes “up” not “down”.
- Success only occurs when the group becomes aligned and coordinated in their actions.

Key Learning Objectives

- Understanding the impact individuals have on desired team result
- Seeing the value of coordinated team work
- Appreciating the value of team leadership and coaching





The Corporate Learning Institute

Blind Faith

Description

- Participants must form a five-pointed star with a rope of approximately 50 feet in length. To add to the difficulty, participants must complete this activity while blindfolded.
- Depending on program objectives, participants are also allowed to have sight, one at a time, without others directly knowing.

Key Learning Objectives

- Understanding the value of clear communication
- Planning: What happens when there are too many “Chiefs and not enough Indians”
- Understanding Vision: The importance of sharing and understanding the “Big Picture”
- Power of stepping up to the role of leader
- Trust the systems and those around us
- Taking personal risks
- Understanding the role of follower and its importance





The Corporate Learning Institute

Group Juggle

Description

- This activity begins with a simple game of catch. Soon, more balls are introduced so that your team has to juggle multiple balls. As you get better anticipating how to improve your process, you are asked to move even faster.

Key Learning Objectives

- Understanding the importance of communication and support through teamwork
- Learning the importance of asking for help
- Seeing how easy it is to get “stuck” doing things the same way we always do
- Learning to tap our innovation under pressure to achieve world-class results





The Corporate Learning Institute

Channels

Description

- This activity begins with each participant holding a 12" long channel. The team is stationed at a starting point and create a process to deliver a marble from the starting point to the finish line 30 feet away.
- The marble must roll over everyone's channel in the process.

Key Learning Objectives

- Understanding that team work involves more sharing of information than working alone
- Understanding the breakthrough in thinking about new strategies can be accomplished better, quicker and faster with a team approach
- Understanding that getting results takes persistence





The Corporate Learning Institute

Hitting the Numbers

Description

- Each individual is assigned the task of hitting a few numbered objects.
- The group at the same time is given an overarching goal to successfully hit all numbered objects in sequence in the shortest time possible.

Key Learning Objectives

- Role definition: How it helps and how it hinders
- Seeing the importance of continuous process improvement and quality
- Risk-taking
- Understanding the importance of goal alignment





The Corporate Learning Institute

Tennis Ball Transfer

Description

- The group is divided into subgroups of 3-4 people and must transfer a tennis ball from one stand to another
- The ball is supported by a steel ring from which 16 strings are attached. The only thing that can be touched is the string within the last 12 inches.

Key Learning Objectives

- Problem solving
- Establishing a common objective
- Sharing resources
- Impact of one group's actions on another
- Share learning to create improvements





The Corporate Learning Institute

Trek

Description

- This activity is to be facilitated with three cycles of play with mini debriefs between cycles and a final debrief. Participants are divided into the three roles of **Visionaries**, **Managers**, and **Technicians**.
- **Visionaries** have a vision, a dream, or a goal in mind. However, communicating this vision to an organization can be difficult. To represent this struggle, Visionaries cannot speak during this activity.
- **Technicians** are blindfolded while following management's directions and ask for the help they need to get the job done.
- **Managers** must keep their eyes on the Visionaries at all times during the activity and at the same time help the Technicians get the job done.



Key Learning Objectives

- Effective communication
- Coaching
- Building trust
- Risk-taking
- Acceptance of support





The Corporate Learning Institute

Perplexing Puzzle

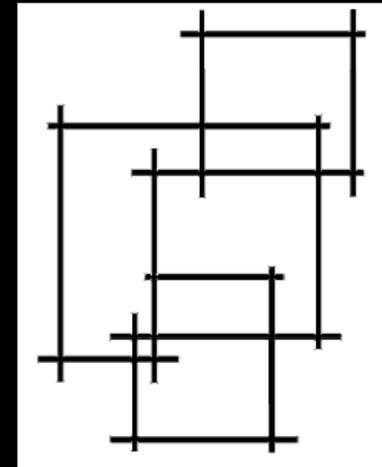
Description

- Each group will have the assignment of putting together a very complicated wooden 3Dimensional puzzle.
- Once the group has completed the puzzle, they must then design a process of taking it apart and rebuilding it for speed.



Key Learning Objectives

- Problem solving
- Effective communication
- Decision-making: establishing common goals, roles and procedures
- Developing efficiency and effectiveness in a process o deliver greater results





The Corporate Learning Institute

Traffic Jam

Description

- This problem-solving activity challenges participants to rearrange themselves from starting position to ending position.
- The group is given specific boundaries on how to rearrange themselves.
- This activity is like a chess game where a strategy must be developed as one move impacts another move. It is very mentally challenging.

Key Learning Objectives

- Identification of a leader
- Listening
- Problem-solving
- Effective use of all team members





The Corporate Learning Institute

Team Ski

Description

- The group is divided into subgroups. Each of the team members stand upon two 15-foot team skis and lift them in unison to move the group across an open area without their feet touching the ground.
- The activity ends with the first group crosses the finish line.

Key Learning Objectives

- Gaining a better understanding of the benefits of sharing resources
- Realizing the importance of clearly understanding goals and objectives
- Learning the value of developing win-win situations back at work





The Corporate Learning Institute

Corporate Islands

Description

- Participants are divided into smaller groups. Each group is assigned to an island. Each island has different objectives to accomplish but are dependent on the other islands for their success.
- Each island also has its unique strengths and limitations. For example, on one island, participants cannot see – on another island, participants cannot speak.
- The ultimate goal is to get all groups to the Island of Synergy

Key Learning Objectives

- Understanding the value of clear communication
- Creative problem-solving and innovation
- Understanding that we are all interdependent on each other to succeed
- Trusting the systems and people around us
- Understanding the importance of collaboration





The Corporate Learning Institute

Table Top Team Building Activities

Hold a team building event indoors, anywhere!

These table-top team challenges can be set up in any room, anywhere!

The Electric Carpet

Your team must cross a series of squares without setting off the buzzer.

Brick Tower

Your team must work to construct some type of freestanding structure to support a brick for a specific period of time at a specified height by only using two sizes of file cards and masking tape.

Hitting the Numbers

Each individual is assigned the task of hitting a few numbered objects. The group at the same time is given an overarching goal to successfully hit all numbered objects in sequence in the shortest possible time.

Resource Madness

With a common resource area in the center of the room, your team will compete against other teams to get all the resources from the center into your own work area as quickly as possible.

