

## **Example 1: Indoor Corporate Challenge Program Outline - approx. 2 ½ Hours**

Run a fun and active team challenge event at Ritz Carlton. 12 teams of approx.. 15 participants engaged in simultaneous activities run by 6 WorldGAMES facilitators in a circuit, two teams to each activity, followed by two central games involving all participants.

In the initial competition round, each team will rotate through 6 competitive activities, each run by a different WorldGAMES facilitator, with one group of 6 teams moving clockwise round the circuit and the other group of 6 teams anticlockwise. All teams will then come together for the final 2 games. All games, except the last one, will be competitive and there will be gold, silver and bronze winners.

### **Competition Round 1:**

#### **A) If Hens Could Fly ...**

**Task:** Drop an egg from 3m without breaking it using only the props provided to help

*Learning:* An exciting team challenge - how to stop an egg, dropped from 3m, becoming scrambled using a few basic props in a creative way. A game that is an ideal metaphor for keeping system solutions simple and effective (and saving costs while achieving the desired result more quickly)

#### *Possible Learning Outcomes:*

*Communicate clearly with the team before the game starts*

*Listen to everyone's ideas*

*Use the minimum of resources needed to achieve the task*

*Keep solutions simple - KISS*

*Work together as a team - be inclusive, don't let the loudest take over*

*Be flexible and change what is not working for you*

*Look at what others (teams) are doing and learn from them*

#### *Scoring Rules:*

*30 points for unbroken egg + up to 20 points for elegant solution (min. materials)*

#### **B) Relay Challenge**

**Task:** Teams race each other in a kids style relay race with egg and spoon, sack, wheelbarrow, chariot and three legged race components

*Learning:* An exciting and energetic relay race that will challenge participant's mental models and assumptions and demonstrate how to achieve extraordinary results by doing things in parallel that are more traditionally done in sequence.

*Possible Learning Outcomes:*

- Challenge all assumptions and mental models*
- Ask questions to clarify the rules before you start*
- Define the real task before deciding on strategy*
- Think laterally and check out options*
- Save time by doing things in parallel rather than sequentially*
- Be flexible and change what is not working for you*
- Look at what others (teams) are doing and learn from them*

*Scoring Rules:*

*60 points for 1st, 40 points for 2nd, 25 points for 3rd, 10 points for 4th*

**C) Neanderthal Relay**

**Task:** Team members receive and pass on a message to their colleagues that is critical to their clan survival in a time before modern language existed

**Learning:** A high-paced relay race without words that will challenge participants ability to use nonverbal communication to convey their meaning.

*Possible Learning Outcomes:*

- Communicate clearly with the team before the game starts*
- Don't assume what the task is - check it out (Only 20 points for meaning!)*
- Select the right people for the task*
- The meaning of your communication is illustrated by the response you get*
- Support each other when doing solo tasks*
- Be flexible and change what is not working for you*
- Look at what others (teams) are doing and learn from them*

*Scoring Rules:*

*100 points for 2 minutes or less declining to 10 points at 5 mins  
+ up to 20 bonus points for meaning accuracy*

**D) Dry Synchronised Swimming**

**Task:** Teams must perform the most elegant and graceful synchronised routine in time with the music. Points will be awarded for elegance, style and team synchronisation

**Learning:** A fun challenge for teams to work together and find the best strategy to perform a task that is likely to be a change from their usual routine

*Possible Learning Outcomes:*

- Communicate clearly with the team before the game starts*
- Ask questions to clarify the rules*
- Put the best people at the front where everyone can follow*
- Make sure everyone on the team is in step and work together as a team*
- Practise before the event to ensure everyone knows what to do*
- At times it is necessary to "Just go for it!" - Do whatever it takes*

*Scoring Rules:*

*Up to 50 points for team synchronisation and up to 50 points for artistic style*

## E) Rowing to Gilligans Island

**Task:** Row your team to the safety of the island using chairs in Indian file, take the one from the back to the front of the line in rotation. A team race to the island using a “canoe” of chairs, played in four legs per team.

*Learning:* A fun and fast moving energiser that will wake participants up and test their ability to synchronise activity under pressure.

*Possible Learning Outcomes:*

- Communicate clearly with the team before the game starts*
- Make sure everyone on the team is in step and work together as a team*
- Practise before the race to ensure everyone knows what to do*
- Take care to ensure that each step is complete before starting the next*
- At times it is necessary to “Just go for it!” - Do whatever it takes*

*Scoring Rules:*

*100 points for 5 minutes or less declining to 10 points at 9 mins*

## F) Holy Grail Maze Challenge

**Task:** Watch a short clip from *Indiana Jones and the Last Crusade* and get the team through the maze of letter squares in the fastest time possible without verbal communication

*Learning:* A high energy game that illustrates the importance of team support for the team member on task, being in action and correcting mistakes quickly

*Possible Learning Outcomes:*

- Communicate clearly with the team before the game starts*
- Look at the task (Maze) before deciding on strategy*
- Work together as a team - support each other when doing solo tasks*
- Be flexible and change what is not working for you*
- Look at what others (teams) are doing and learn from them*

*Scoring Rules:*

*100 points for 2 minutes or less declining to 10 points at 6 mins*

## Competition Round 2 :

### Star Trek

**Task:** Evacuate universal leaders from the USS Enterprise in the correct sequence and save the world from apocalypse

*Learning:* An excellent, future orientated team problem solving game that combines a number of different skills and behaviours in action. Especially good in demonstrating the rapid learning that can be achieved by monitoring and measuring results

*Possible Learning Outcomes:*

*Communicate all information with the team before the action starts*  
*Ask questions to clarify the rules*  
*In a crisis select a leader who can handle pressure well*  
*Leaders need to systematically illicit everyone's information*  
*There are rewards as well as dangers in making a mistake - feedback*  
*There is always feedback if you look*  
*Action beats inaction every time*  
*In a crisis it pays to take risks*  
*Market research and feedback can reduce the options dramatically*  
*Look after essential matters first*  
*At times it is necessary to "Just go for it!" - Do whatever it takes*

*Scoring Rules:*

*100 points for 1st reducing to 10 points for last*

**All Aboard**

**Task:** Teams of participants try to fit into rope boats that are too small for them long enough to sing a full chorus of "Row, row, row your boat ...".

*Learning:* Final team game that illustrates the benefits and synergy of teams in action and working collaboratively

*Possible Learning Outcomes:*

*All participants are really in the same boat*

## **Example 2: Outdoor Corporate Challenge Program Outline - approx. 1 ½ Hours**

Run a fun and active team challenge event at Stadium Australia. 10 teams of 35 engaged in simultaneous competitive activities run by 5 WorldGAMES facilitators. In other words, 5 groups of approx.. 70 participants (2 teams, one moving clockwise, one anticlockwise) would rotate through 5 competitive activities, each run by a different WorldGAMES facilitator.

### **Competition Round:**

#### **A) Holy Grail Maze Challenge**

Task: Remind participants of the letter maze challenge in *Indiana Jones and the Last Crusade* and get the team through the maze of letter squares in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team support for the team member on task, being in action and correcting mistakes quickly

#### **B) Gilligans Island**

Task: Row your team to the safety of the island using chairs in Indian file, take the one from the back to the front of the line in rotation. A team race to the island using a “canoe” of chairs, played in four legs per team.

A fun and fast moving energiser that will wake participants up and test their ability to synchronise activity under pressure.

#### **C) Warp Speed Plus**

Task: Teams must pass a giant beach ball from one end of the soccer field to the other, across marked zones, and score a goal by beating the opposition goal keeper.

Emulates table soccer and involves creative systems and continuous improvement strategies being developed by the team in order to win.

#### **D) Horizontal Plutonium Pills**

Task: Teams carry all of their "hot" plutonium pills to the safe container in the fastest time possible but the person carrying the pills must not touch the ground and must wear the only pair of gloves.

Great energiser and problem-solving task ideal for demonstrating the working of the results spiral in achieving extraordinary results.

## **E) Castle Keeps**

**Task:** Teams make the tallest mediaeval castle out of paper, straws and tape. Then deal with the changes in castle management and the specifications

A challenging, fun, team action game with construction role plays that encourages participants to react positively to and interpret change to their advantage.

### **Competition Round Play-off for top 4 teams:**

#### **All Aboard**

**Task:** Teams of participants try to fit into rope boats that are too small for them long enough to sing a full chorus of “Row, row, row your boat ...”.

*Learning:* Final team game that illustrates the benefits and synergy of teams in action and working collaboratively

## **Example 3: Outdoor Team Building Program Program Outline - approx. 4 Hours**

4 teams of 10 or 11 in each of 3 groups engaged in simultaneous activities run by 4 WorldGAMES facilitators at Centennial Park. In other words, 3 groups of approx.. 40 participants would rotate through 3 sets of competitive activities, each run by a different WorldGAMES facilitator. These would take about 3 ½ hours to complete, all with mid-level debriefs, and an additional ½ hour for the whole group activities.

### **Introduction**

What are team dynamics and how can understanding them improve team performance and results. Program objectives. Program rules - Participation, Being accountable, Willing to learn from results

### **Why Team?**

Exercise: Teams flipchart their expected benefits from developing a team approach

Identifies why and when it is better to play on a team rather than act as an individual. Obtains participant buy in to the process

### **Opening Game for all 120**

#### **Aeroplane Game**

Task: Make a paper aeroplane that goes further than anyone else's paper aeroplane

*Learning:* A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance

### **Facilitators 1 and 2 - Olympic Team Challenge**

#### **If Hens Could Fly ...**

Task: Drop an egg from 3m without breaking it using only the props provided to help

*Learning:* An exciting team challenge - how to stop an egg, dropped from 3m, becoming scrambled using a few basic props in a creative way. A game that is an ideal metaphor for keeping system solutions simple and effective (and saving costs while achieving the desired result more quickly)

#### **Blindfold Team Race**

Task: Take turns in leading a blindfolded team in a relay race while staying connected to each other

*Learning:* A challenging trust exercise for teams learning to do whatever it takes

## Castle Keeps

**Task:** Teams make the tallest mediaeval castle out of paper, straws and tape. Then deal with the changes in castle management and the specifications

*Learning:* A challenging, fun, team action game with construction role plays that encourages participants to react positively to and interpret change to their advantage

## Titanic Raft Challenge

**Task:** Teams are reminded of events in the video of the last 10 minutes of the sinking of the *SS Titanic* and then use straws and clingfilm to simulate their escape, or otherwise, from the ship on a raft

*Learning:* An exciting challenge that demonstrates the power of teamwork in solving problems and the advantage of all being in the same boat together

## Facilitator 3 - Managing Change

### Change Game

**Task:** Participants make a rapidly escalating number of changes to their appearance and note the changes in their partner

*Learning:* A challenging action game that encourages participants to see change as a positive and inevitable process that can be fun, stimulating and rewarding

### Dew Rustic Park

**Task:** Teams of differing dinosaur types must adapt and evolve to meet, or preempt, environmental changes in Dew Rustic Park. Species that adapt least well are declared extinct.

*Learning:* An exciting change management game that challenges teams to evolve their dinosaur species to best meet the environmental shifts in Dew Rustic Park, changes that mirror the business environmental shifts they must face in running a business

### Relay Challenge

**Task:** Teams race each other in a kids style relay race with egg and spoon, sack, wheelbarrow, chariot and three legged race components

*Learning:* An exciting and energetic relay race that will challenge participant's mental models and assumptions and demonstrate how to achieve extraordinary results by doing things in parallel that are more traditionally done in sequence.

## **Facilitator 4 - Planning to be Different**

### **Maths Game**

**Task:** Teams choose one expert at addition, subtraction, multiplication and division to complete an exam paper - the first team to return the paper is the winner

*Learning:* A very quick game that illustrates the power of assumption and mental models - how many teams complete the test and how many simply hand in the paper as instructed?

### **Billy Cart Parade**

**Task:** Teams build, package and market the best Billy Cart in the parade from a standard kit using a range of decorative materials

*Learning:* A team challenge to make a standard product, common to all, more appealing to the market than anyone else's product

### **Billy Cart Bathurst 2000 (Outdoor Game)**

**Task:** Teams use their Billy Carts from the parade to race each other over the famous course ... but which way?

*Learning:* A team challenge with a difference, turning downhill racing completely around so as to involve the whole team in the race to the line, challenging a few assumptions along the way

### **(Wet Weather Alternative: Italian Job)**

**Task:** Having watched a short end clip from the famous film, teams need to use all their problem solving skills to rescue the gold from the coach before it plunges over the cliff.

*Learning:* A powerful problem solving game that will take careful planning and excellence of execution if teams are to succeed)

## **Closing Game for all 140**

### **All Aboard**

**Task:** Teams of participants try to fit into rope boats that are too small for them long enough to sing a full chorus of "Row, row, row your boat ...".

*Learning:* Final team game that illustrates the benefits and synergy of teams in action and working collaboratively

Total session time 4 hours