TEAM BUILDING SAMPLE
HALF-DAY SCHEDULE

Every schedule is custom built based on what your team hopes to get out of the experience. The half-day schedule below was developed to achieve the following goals:

- **Incorporate new employees**: We want to help new employees feel a part of the team.
- **Build cross-departmental communication**: We’ll help the team explore how they typically communicate with one another within and across workplace departments and how communication can be more effective.
- **Improve Team Efficiency**: We’ll help the team explore its approach to problem solving and finding ways to improve the efficiency of this process.

**OPTIONAL ADD-ONS**

Add a Zip-Line Tour or High Ropes Course adventure to your team building experience!
GROUP ARRIVES  
Check-in, bathroom break, coffee fuel up. **Purpose:** Prep for the afternoon.

WELCOME & START OF PROGRAM  
Introduction to facilitators, review schedule for afternoon, and review expectations (take care of self & each other, fully participate). **Purpose:** Prep for the afternoon.

PARTNER INTERVIEWS  
Partners share responses to facilitator prompted questions. **Purpose:** Gets group members interacting and sharing about themselves.

GROUP JUGGLE  
Objects are passed between group members in a set order. **Purpose:** Easy starter challenge that introduces the style of challenges the group will experience. Builds energy.

PIPELINE  
Group must problem solve to successfully send a ball down a series of pipes without allowing the ball to fall, stop, roll backward. **Purpose:** Challenges the group to problem solve, overcome frustration, work on resiliency as a team

LINES OF COMMUNICATION  
Small subgroups must work together to accomplish a task while using alternative modes of communication. **Purpose:** Helps group members discover each others strengths and weaknesses with communication, work on developing effective communication and it is a very fun challenge.

BULL RING GOLF  
Group members work together to move a ball to an oversized “golf tee” using only a metal ring with strings attached. **Purpose:** Stresses collaboration, planning, making use of all of the resources available to the group.

WHALE WATCH  
Group members work together to keep a deck that is balanced on a fulcrum (think of a teeter totter built with a platform vs. a single board). **Purpose:** Adds a bit of physical challenge to the experience so shifts the focus of the group and adds a new layer of complexity to the problem-solving process.

TEAM WALL  
Group is challenged to lift group members up and over a 12’ wall. Individual choice is stressed for this activity so that only those who truly want to go up and over the wall do so but everyone remains engaged since the activity requires all group members to help support the “climbers.” **Purpose:** This is a great capstone activity for groups as it requires the group to bring all of their work on communication, collaboration and mutual support together in order to be successful.

FINAL DEBRIEF DISCUSSION  
Questions, guided discussions and feedback are utilized throughout the day but as the program comes to a close we’ll have a final discussion. **Purpose:** We’ve found that this helps the group transition the experience back to the workplace as individuals I.D. specific aspects that can be implemented by the team.

END OF THE PROGRAM
ADD-ON EXPERIENCES

Many of our team building groups will add a zipline or high ropes adventure to their team building experience. Here’s a bit more about those adventures:

ZIP-LINE TOUR

• 9 Zip lines extending up to 1200’ in length
• Fun and engaging experience zipping through the treetops with a professional guide
• Zip from platform to platform up to 65’ above the ground
• “Ground School” session to learn transfers prior to tour
• Two and a half hours to complete tour

Participants must be between 70 and 250 pounds to participate in the zip-line

DUAL “RACING” ZIP-LINE

• Stand-alone zip line experience
• Dual cables allowing two-person teams to race to landing platform
• Approximately 45 minutes in length for a group of twelve
• something like “A great way to finish your team building experience on a high note

If your group is split on whether or not to include zip-lining, the Dual Zip-Line option allows those who are interested in zipping to do so while those who do not want to zip are not excluded from an extended part of the program.

HIGH ROPE COURSE

• 16 unique elements (cargo net, rope bridges, balance logs, swings, etc.)
• Dual belay cables allowing for two-person teams to access an element at the same time
• Builds trust, enhances support and allows for unique problem solving
• Choose your obstacles and level of challenge
• Physically and mentally engaging
• “Ground School” session to learn transfers prior to tour
• High ropes course experiences are scheduled for two hours

LOOKING FOR SOMETHING A BIT DIFFERENT?
Check out our website for all of our team building options or give us a call at 262 248-9271.