

TYPICAL EXAMPLE OF AN EVENTS DAY

A Team Day for 14 Personnel

PURPOSE

To integrate and motivate the group into a team that can feel a sense of one-ness and to get the team to understand opportunity and empower them to take more control.

OUTLINE OF THE DAY

9.00am Commence day

1. Welcome, open and scene setting.
2. Hopes and concerns
3. Knowing me / knowing you and value cards - this is a chance for the group to better understand each other and to appreciate the values that enables better ways of co operation and working.

Mid Morning Break and Feedback

4. Team Task Session – divide the group into two teams of 7 and rotate around team tasks that include a high level of trust, open and honest communication, seizing an opportunity, decision making and a will to succeed. These tasks to be facilitated by Mark Lawrence and Jon Thaxton.

Those tasks to include: Spiders Web

Performance Square

Number crunch

Feedback Session - what is working well/ what is not working well?

1.00pm Lunch

2.00pm Group Team Task - (Dragon's Den) Creating opportunity.

3.15pm Task Review and Break.

3.30pm Team Catapult - an active task that is designed to get the best out of resources. Roles and responsibility are vital if the team performs well in this final challenge of the day.

3.45pm Motivational talk on teamwork and opportunities (Jon Thaxton)

5.00pm Feedback and an agreement on what next. Do less of and do more of. Team dinner and relax. Depart.