



TEAM CRAFT

*Fun, Insightful, and Professional
Team Building since 1989*

Team Craft

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InterActive Teams! Program Overview

Team Craft's InterActive Teams! program is a dynamic mix of challenging and fun activities that is conducted between two teams that need to collaborate to succeed in achieving the challenge goal. Activities can be conducted either outdoors or indoors.



Lively discussions that follow the activity assess effectiveness within and across the two teams and identify new ways to sharpen team problem solving and improve communication skills.

Team Craft designs each program to focus on important issues and needed skills relevant to the group. The format targets the real challenges of cross-team dynamics that are often difficult to communicate and yet require everyone's involvement to get results. InterActive Team programs can occur among top management areas or between cross-functional



work groups, drawing together people with related roles around a common need.

Examples of "InterActive Teams!" themes:

- Relationship and trust building among top management of a newly merged company.
- Developing a shared approach among teams on a national sales force.
- Improving coordination among work teams in a high-tech production process.



Skill Training with the "InterActive Teams!" program: The format can incorporate a mini skill seminar along with the activities, presenting clear concepts with fun skill practice that's directly transferable to work situations. Common program topics include: Personal and Team Communication Styles; Team Problem Solving Skills; Sharing Leadership across Teams; Valuing People Differences; Innovation and Creativity.



InterActive Teams! Program Outline

- Length: 2 to 8 hours
- Locations: can be conducted indoors at or outdoors.



At the Start:
Introductions:
Company Goals,
Key Concepts, and
Personal and Team
Learning Targets
(20 to 40 minutes)

Activity Modules and Discussions: Dozens to select from. 2 to 6 per program in 50 minute segments: 35 minutes for the problem solving activity, 10-15 minutes for targeted discussion, 3 minutes for journal entry.

At the End: Action Planning

- Identify key learnings,
- Identify links to work, and
- Develop a shared action plan.

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