

product book





Catalyst Global is the world leader in designing and delivering extraordinary, cutting edge corporate team building activities that excite, motivate, unite, stimulate creativity and truly inspire. They focus on maximising morale, productivity and team work for thousands of organisations, large and small.

Catalyst Global team building products utilise the power of intelligent game design to bring about the right motivational dynamics to influence behaviour, drive progress and positively impact individuals and their teams, with memorable and sustainable results. With over 40 partners worldwide, Catalyst Global is now the largest network of team building companies in the world. Each carefully selected partner has exclusive rights to deliver Catalyst Global team building products in their region. Partners share resources, best practice and business opportunities to create highly relevant, good value, socially responsible and engaging experiences. This global footprint means clients both locally and internationally get cost-effective, extraordinary solutions and consistency from region to region.



For more than 25 years, Catalyst Global has observed teams in action in different culture settings and knows what makes a good team click, what motivates individuals and why some succeed when others fail. We want to share this with you and help to improve your team's performance. So if you are looking for an excellent return on your investment, look no further than Catalyst Global.

The Catalyst Global portfolio includes off-the-shelf, high standard programmes and solutions which are designed using mainly two methodologies – gamification and edutainment. The use of innovative methodologies differentiates Catalyst Global solutions from more traditional team building activities. A playful approach allows a greater number of people to get involved more quickly and to implement them to work together towards a common goal. Benefits occur in the final stages through strong metaphors and if desired then our playful solutions can be finalised with a profound feedback session.

We always map out your goals and objectives to create an event, that leaves you with a more productive, energised and focused team that works well together. We are passionate about helping to create a change for your organisation and we believe that having fun is an important part of the process.





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lce Breakers \$ Energisers

Every conference has its quiet times. Refresh and motivate your audience with our creative energisers and ice breakers.



Beat Box Rox starts with an energising introductory performance of amusing sounds and by creating a variety of amusing sounds as well as recognisable tunes by a talented performer. Next participants are lead through a series of unusual vocal exercises to stretch the chords and free any remaining inhibitions! Then participants practise a number of vocal percussion sections in smaller groups. They come back together for an elating and uplifting grand finale cresendo team performance.

Bear Box Rox

An energising, speed-training vocal percussion workshop that unites teams in a lively and invigorating way...

Learning Outcomes

Beat Box Rox is a clever, simple and effective way to kick off a conference. This high energy and exhilarating shared experience creates a positive attitude, unifying the group ensuring everyone is energised and receptive for the presentations ahead.

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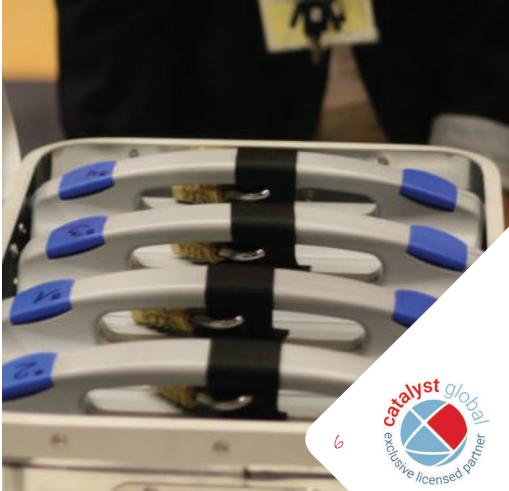
Its versatile format means that it can be used as a 30 minute ice breaker for a large group or a 45 minute in-depth workshop for a more select meeting.













Participants are introduced to the activity and embark on a series of body sound exercises guided by a charismatic conductor. Once practised and warmed up, they put on their colourful gloves. The conductor leads them into stomping, body slapping and vocalising in unison creating a colourful and absolutely hilarious musical spectacular. This aural and visual fiesta will have everyone smiling and laughing.



Short, sharp, funny and funky gloved group rhythm for invigorating and energising aconference.

Learning Outcomes

Quick, quirky, and incredibly effective, Body Rap is an off-the-wall musical conference pick-meup guaranteed to liven up the most challenging audience. It will inject life and vigour into your meeting ensuring participants are ready once again to focus on conference messages. Body Rap uses the power of humour, rhythm and shared experience to energise and unify teamswith positive memorable results.



- ✓ Breaks the ice
- ✓ Unifies the group
- High energy
- ✓ Shared experience













Boom Time

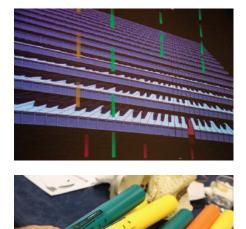
A fast, fun and inclusive musical activity to energise and unify your team.

How 12 Works

Participants create unified music with a lightweight, hollow, colour-coded plastic tube called a Boomwhacker, which are tuned to musical pitches by length. A high-tech visual interface guides them in collaborating to generate a fiery symphony of music. Striking their tubes creates musical notes when a coloured block hits a key in the visual interface. As the event progresses, the pace and complexity grow; blocks move faster and teams respond more vigorously to keep the rhythm building to an uplifting crescendo.

Learning Outcomes

Boom Time has proven success worldwide in igniting conferences and generating a sense of excitement and unity in a team. Requiring involvement from all individuals and collaboration as a group, this team building activity nurtures openness and team work. Its simply a great way for people to de-stress and have fun with their colleagues. When integrated with a conference, after being the stars of the show participants will be energised and ready for the ensuing conference sessions.







Outdoors

Collaborative





Corporate Body Building

Individuals collaborate to create a company name or logo with their bodies.

How 12 Works

Each participant is assigned to a segment of the logo. They are issued with a colourcoded suit. They then link with 20, or perhaps 200 others depending on total numbers to complete their section. Then they work with all the other segments to correctly position themselves to create the overall logo. Once everyone is finally positioned, the living logo is photographed from above becoming a lasting record of the learning from the event.

Learning Outcomes

Human capital is vital to the makeup of an organisation. Every individual plays a vital role in how a company operates, how it is perceived, and how successful it can ultimately become. Through this practical fun team building experience, individuals are reminded of their unique role within the big picture of a company's structure and the importance of each individual.







- 🖌 Develops brand awareness
- Energises a conference
- ✓ Shared experience
- Unifies the group







The group is split into two teams, led by an engaging 'manager' teams are shown a series of football video clips each with it's own defined sound effect. Both vocal and physical actions include, kick off whistle, thwack of ball against boot the OOh of a missed shot, slap of the ball on chest, thud of ball against post and of course the crazy south American Goooaaall as the ball hits the back of the net! Teams practise their chants and then perform with the winning team celebrating with a Mexican wave.



Create sound effects and soccer cheers to accompany the montage of a big soccer match action.

Learning Outcomes

Fast, Physical and highly entertaining Fever Pitch is designed to engage participants and put a smile on their faces. Fever Pitch stimulates creativity and spontaneity. Full participation is encouraged in this wonderfully uplifting and memorable shared experience that will be talked about for a long time to come.



✓ Shared experience













Each team is given a tablet and a box of equipment. The game has 5 levels divided into two rounds each. . Teams must complete 5 task out of a possible 8. A description of each challenge means the teams can thoroughly assess them in order to select challenges they believe will play to the strengths of their team. There is a joker available which may be played at any time. When played it will double the points the team scores for the rest of that round. There is also a bonus round which features company specific questions.



A fun ice breaker where individuals race to discover commonalities between themselves and others to win points for their team.

Learning Outcomes

In Go Team Tri Master participants engage and have fun together while learning key business skills. Leadership and delegation are key to making sure a team is working in parallel and to its strengths. Coolness under pressure and assessing risk and reward are fundamental to success. Use it to energise your conference, motivate & enthuse delegates, unify the group, explore specific learning outcomes or simply just to have a fun shared experience.







- 🖌 Fun & motivating
- ✓ Energises a conference
- ✓ Networking skills
- Unifies the group







Harmonica Harmony

A high energy experience musical experience, that literally blows away perceived limitations.

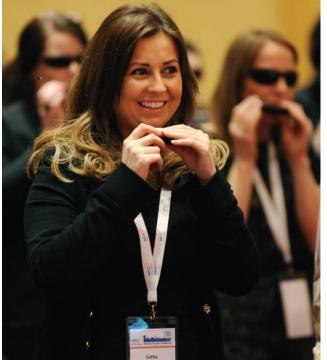
How 12 Works

Following a harmonica demonstration from facilitators, participants are guided through breathing exercises and the basic techniques for playing the harmonica. The exercise picks up speed participants become more familiar with their instrument and increasingly proficient. Soon they are playing together as one and are chugging away with the infectious rhythms of harmonica tunes. By the time they hit the buffers the team will be energised, exhilarated and united in their collective achievement.

Learning Outcomes

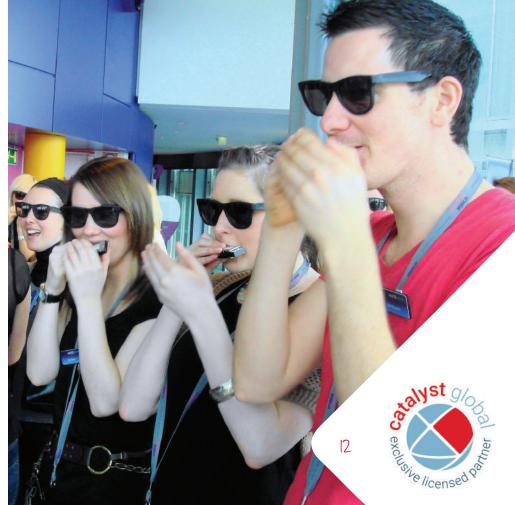
Harmonica Harmony is a fun and motivating highly engaging and rewarding team exercise. It stretches individual's personal limits, opening their minds to positivity and possibility. The collective achievement of jamming music together unites teams, enhancing team dynamics in a unique and compelling way. The use of music is a proven way of opening brain pathways for developing creative thinking, innovation and lateral problem solving.





- Creates a positive attitude
- ✓ Promotes creative thinking
- Challenges personal limits
- \checkmark Focuses the mind







Head to Toe

Yoga stretch with mindfulness connecting Mind to Body as you energise from Head to Toe.

How 17 Works

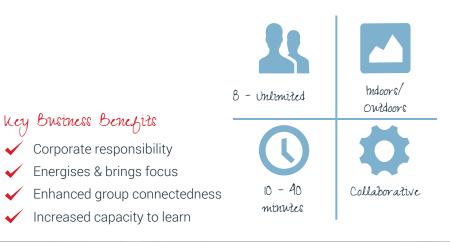
Head to Toe can be run as a single session where participants are guided through a series of relaxing easy to do arm chair stretches and breathing exercises. Additionally, due to its modular design, the exercises can then be reintroduced and practised in smaller time slots throughout your conference, at points when you would like your delegates to be refocused and energised. Participants leave equipped with both the knowledge to perform the techniques and a purpose designed, step by step flip book detailing the exercises.

Learning Outcomes

Investing in the health and wellbeing of employees has a proven return. When they periodically focus on breath and stretching, they are better able to manage their time and stress levels, improving productivity and staff retention while decreasing absenteeism. Head to Toe is an informal, nonthreatening energiser which educates delegates on how to achieve personal health and mindfulness during their working day. The unique sequence of the exercises has been developed by a wellrespected health practitioner.

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Each participant has their photograph taken. During the conference all the imagery is processed to create a spectacular closing programme. Set to music participants images are gradually revealed on the big screen. First, a fast moving sequence of individual faces then a montage of four faces, then sixteen, then sixty-four. As the view pans back, more faces appear. The camera pans back to reveal that the photos have together created the company logo or conference theme message.

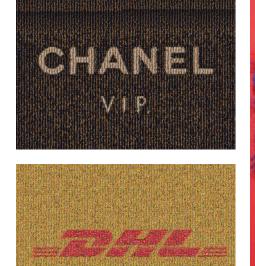


A fun and dynamic reveal of the company logo composed of individual head shots.

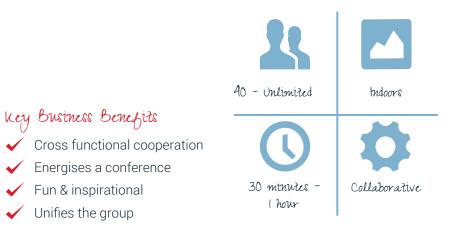
Learning Outcomes

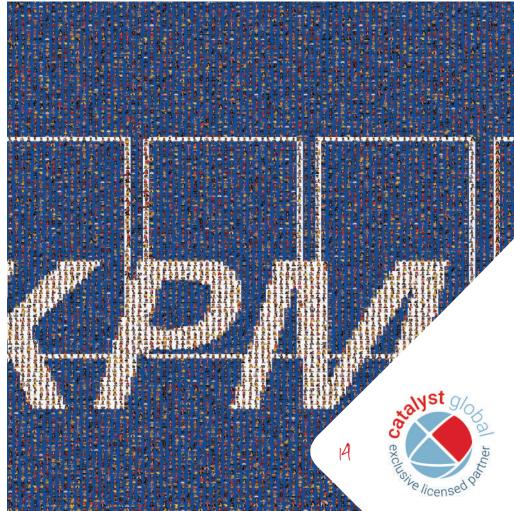
In the Picture is a spectacular three-minute conference climax that celebrates what makes your company special and recognises the contribution your people make to its success. In the Picture, reinforces to individuals that they have a role to play in the company. It emphasises that each individual matters and that together the individuals make up the company culture and are a living representation of the brand.

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Beginning with a warm-up exercise to get participants into teams, individuals are then tasked with gathering as many business and personal commonalties with the other players as they can to win points for their team. At set periods individuals return to their teams, tally there scores and receive details of their next goal. Individuals set about again to make connections working the room until the final whistle when points are tallied and winning teams declared!

knowing Me knowing You

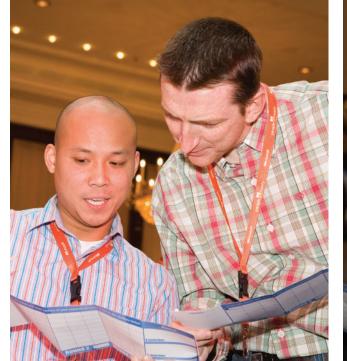
Individuals race to discover commonalities between themselves and others to win points for their team.

Learning Outcomes

Knowing Me Knowing You is a light-hearted activity which will break the ice and accelerate networking and relationship building in your team. Relationships matter, and a highly connected workforce is a valuable asset to any organisation. Knowing Me Knowing You helps to build common ground between individuals, smoothing the path of sharing information and best practice that will inevitably lead to improved bottom line results.



We all have in common... Best fin Seattle Supernier Socialis



- Corporate responsibility
- Energises & brings focus
 - Enhanced group connectedness
 - Increased capacity to learn







Participants are guided through the experience by a relaxing voice and restful on-screen imagery. The group democratically select the type of meditation experience they would like by waving their multi- coloured glowing wands. With their eyes closed, participants are escorted by voice, music and sound effects on an imaginary journey. At the conclusion, participants will slowly be brought back to full awareness. They will now be focused and ready for the day ahead.

Meditainment

Interactive, audio-visual relaxation experience using multisensory meditation techniques.

Learning Outcomes

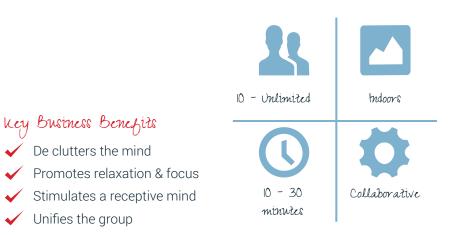
Delegates often arrive at a conference with their heads filled with clutter from their working and personal lives - not to mention the endless bombardment of other information, news and advertising messages. Before your audience can focus, think clearly and be receptive to your key conference messages they need to relax and de-clutter their minds. Meditainment is the answer.

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Teams work together to assemble an intricate railway system and then compete against each other in a test of time management, ingenuity and communication. Using materials like zip ties and paper rods, teams work together to construct the railway, section by section. After a quick practice run, teams race their trains to the finish by cooperating and synchronising their movements.

Mexican Railway

Teams assemble an intricate railway then compete in a test of time management, ingenuity and communication.

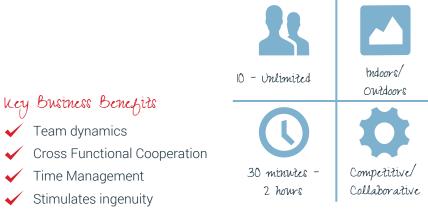
Learning Outcomes

This terrific ice breaker translates cooperative thinking into a spirited breakout session of competition and creative craftsmanship. In order to succeed teams draw on their time management, ingenuity and communication skills. Mexican Railway creates an environment where each member works in unison while trying to stay ahead of the competition. It's a game that enhances an array of important skills and introduces quick thinking at both the individual and group level.













Mind to Motion

A high impact movement and music session designed to sustain your team's energy throughout the day.

How 12 Works

The movement starts with participants activating their energy button to stimulates neuro-lymphatic points in the body, releasing blocked energy. Next with funky music upping the tempo, participants move in a cross-crawl pattern joining the left and right sides of the body in a fun and engaging way. Next following in a chain of movement like snakes, conga etc participants meet & greet. Fun dynamic active play gets them moving in all directions, heightening the senses. The exercise concludes with a reflective, mindfulness circle.

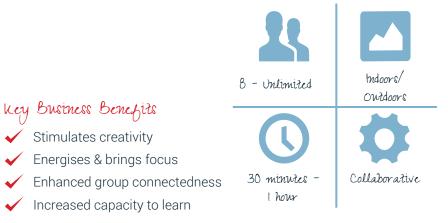
Learning Outcomes

Body Intelligence is a playful whole-body total engagement process. After the exercise participants attest to feeling more energised, vibrant, alert and happier. The specific body movements are designed to increase the capacity to learn and process information, bring a deeper sense of relaxation and presence, as well as, greater freedom and spontaneity. The heightened sense of group connection that Mind to Motion brings will maximise the performance of the team.













One Voice

Teams sing in unison in a physical, fun and uplifting vocal workout.

How 17 Works

Participants are first led through a series of fun exercises that stretch the body and voice. As confidence builds, they are then challenged to achieve more and more until, finally, the whole team comes together in song uniquely tailored to the group. In One Voice, they show what can be achieved when they really open their hearts, minds and mouths. Their final song can also be made available for them to take home.

Learning Outcomes

Using the power of song, the One Voice experience does just that. Totally inspirational, enlivening and fun, it will have everyone at your conference or meeting singing with confidence at the top of their voices. One Voice finds the power of song that is in all of us and, by combining all the voices in a team, shows how the power of self-realisation and combined effort can create something truly wonderful. Once a team has found its 'voice', it can go on to achieve almost anything.

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Participants are presented with a well chosen and stimulating array of suggested actions ranging from steering a group of husky dogs in a strong wind to being on the tube on a crowded underground on a Friday night or watching and applauding a magnificent firework display with all the pops bangs ooos and aaas. As they move and mingle, your people discover who is on the same wavelength and bonds are quickly formed. Sound Crowd has been specifically designed with a flexible format which can be tailored to suit any group.



A lively ice breaker that gets teams acting and dancing with hilarious results.

Learning Outcomes

Imagine the outcome from everyone interacting and laughing as they meet and greet each other in a totally unique format where no verbal communication is necessary - just pure body language, enthusiasm, solidarity, fun and smiles. Sound Crowd is a marvellous example of barriers breaking down as people are linked by sounds and actions while having their usual verbal communications overridden by the headphones. Sound Crowd is fun and thought provoking, adding energy to any conference.













Participants take on the role of a national 'squad' training for the next Olympics. Teams plan, prepare and perform a medal winning routine, all choreographed to music. Each squad has swimming hats, nose clips, portable stereos and, of course, false eyelashes for dramatic effect! The most important piece of equipment is the unique 'dry pool' that becomes the focal of point of each team's performance. Just like the real thing, 'swimmers' are judged on technical merit and artistic impression.

Sync or Swim

Teams choreograph a synchronised swimming routine in a 'dry pool' in this hilarious ice breaker.

Learning Outcomes

In Sync or Swim, teams must work together effectively to use their imagination, coordination and energy to impress the judges and entertain their colleagues. This light hearted and humorous activity enables all participants to throw off their inhibitions, relax, have fun!













Participants are led by a Sempai, senior in Karate-ka, through stretching exercises to increase muscle control and flexibility. They then learn the importance of Rei – bowing for respect. Participants learn how about the importance of Kiai and practice the technique for control and increased focused energy. Kiai is a combination of Ai, mind, breath or spirit, and a powerful exhalation - with a shout emitting energy.

We Can Do

Boost energy levels and inject a healthy dose of vitality into your conference, meeting or workplace.

Learning Outcomes

With the help of breathing techniques, physical forms and mental exercises, We - Can -Do helps participants to improve their focus, energize their bodies and shake off the stresses and distractions of the day. We - Can -Do is ideal for any age group and almost any group size - a unique, uplifting and memorable kickoff (or interruption) to your conference day!

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Win it in a Minute

Fast, fun and action packed series of 60 second challenges.

How 12 Works

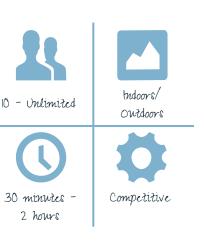
Inspired by TV game shows, Win it in A Minute is full of excitement and nail biting moments as teams battle it out in various and bizarre 60 second challenges. As facilitators reveal each challenge, teams consult amongst themselves and decide which team member is best suited for the task. Throughout the program facilitators update the points board to let teams know their positions. Teams can also pick up extra points by doing bonus challenges, keeping the energy and competition high throughout the entire activity.

Learning Outcomes

Win It in a Minute is engaging, energetic and lots of fun. It also has fantastic benefits for team communication skills and developing team strategy. It has been proven to boost individual morale as team members get to know each other outside of the usual work environment in a nonthreatening manner. The challenges are all fun and inclusive, and the open format ensures everybody is encouraged to participate.



- Energises a conference
- Fun & motivating
- Unifies the group
- ✓ Develops team dynamics









Music & Rhythm Activities

Be amazed by what your team can achieve with our incredible music and rhythm events. You won't believe your eyes or your ears!



Starting in small groups with a professional percussionist, your team is taught the basics of samba beats and breaks. By using a variety of rhythm based warm up exercises, they soon move onto real instruments with each group learning the different instruments and rhythms. As confidence and ability grows the groups are brought together in preparation for a stunning and pulsating finale of epic proportions.

Beats Work

Using the infectious rhythms of samba, Beats Work transforms a group of individuals into a giant percussion band.

Learning Outcomes

This program is full of impact and demonstrates the importance of standard operating procedures to consistently achieving excellence. When each participant and team fulfils their role and works in synergy, the whole group succeeds. This creates a result greater than the sum of individual effort and a memorable example of the power of focussed common purpose results.

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Role allocation













Crescendo's unique approach generates amazing results even when participants have no previous musical experience. Instructors assign team members one of two classical string instruments: the violin or the viola. Then they quickly teach them the basics of playing and learning their part in a custom made composition. At the end, with the accompaniment of a bespoke backing track, the two sections make beautiful music together.

Crescendo

Inspire unity and cooperation by transforming your team into a string orchestra in less than one hour.

Learning Outcomes

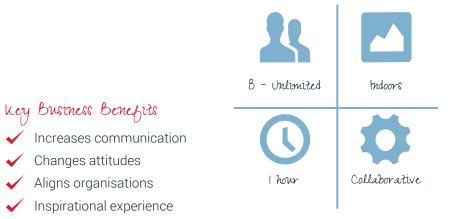
Few individuals can learn to play classical music in under an hour, but a team of people working in synergy can. In today's fast paced, ever changing business climate it is vital that team members are able to quickly adapt their skills, to maintain the effectiveness of the team to both act and react with optimal speed and efficiency. Team work and efficient communication skills is paramount and Crescendo teaches all these skills and more in an experiential learning scenario for lasting results.

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How It. Works

Participants choose an instrument - strings, woodwind, brass or percussion and then work in separate sections under the guidance of expert musicians to learn the basics of their instrument. Once proficient they then come together as one mighty symphony orchestra under the baton of the conductor to play a specially-written, five-minute-long piece of music. The effect is magnificently spell bindina.

Orchestrate

Go beyond perceived limitations to become a symphony orchestra in 2 hours! Achieve the seemingly impossible.

Learning Outcomes

A symphony orchestra is probably one of the best examples of a team working as one. Emotionally and creatively the players have to be tuned-in to each other, and people doing different tasks have to work together towards a common goal. Orchestrate! inspires and challenges. It stretches participants to their full potential demanding total concentration, focus and real team work. The reward is an unforgettable experience that will be talked about and learnt from long after the final note is played.

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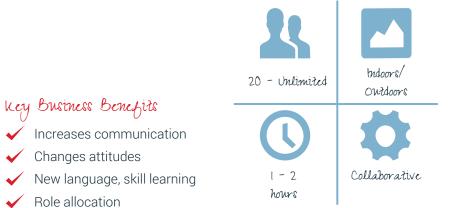
Participants are given a choice of drums and percussion instruments from around the world. Our instructors, who have years of experience in the corporate sector, introduce the delegates to the basics of drumming and teach the language of rhythm using nonverbal communication techniques. Once the group is able to play as one and a group rhythm is established, musical breaks and solos are added to increase complexity and create a breathtaking shared musical experience.

Revel Music

Beat the drum for a common purpose and harmonise the energy and spontaneity of people working together well.

Learning Outcomes

Rhythm and percussion empower and stir the emotions while drumming causes people to feel relaxed, rejuvenated and motivated. Revel Music is a quick and invigorating way to focus and unify a team at any conference or company event. It brings a sense of energy, unity and spontaneity to your conference. Revel Music is designed to take place in the main conference room or outside, without the need for breakout rooms.











Creative Team Challenges

From art to fashion, film to painting: delight, amaze, explore and express with our truly imaginative and creative team building activities.



Participants are split into smaller teams or agencies that are given the same brief or a range of objectives to cover different messages. The agencies then have to develop a strategy, storyboard and script before moving on to production. They are provided with all the equipment, from cameras to clapper boards, required to get the idea on screen and the skills to make it happen including make-up and acting lessons. As in the real advertising world, management of time, people and resources will be critical to success.

Commercial Break

Experience the fascinating world of advertising creating an award-winning advertisement from initial brief to final creening.

Learning Outcomes

The commercial can promote your own company, products or services; poke fun at your competitors; or deliver powerful internal messages on teamwork, values or customer service. This fun and engaging experience is a great way to reinforce your conference goals by encouraging your delegates to think about and interpret, the messages themselves. Commercial Break encourages participants to work closely together whilst utilising all their creative, strategic and project management skills.







- ✓ Supports strategic planning
- Time management
- Encourages creativity
- ✓ Develops team dynamics







In Dragon Squad teams must use creativity, innovation and project management skills to design and construct a dragon. Then, work together to perform their own unique musical score and choreographed dragon dance. The winning team is announced. And, as a testament to their commitment teams display their dragon heads back in the office as a reminder of the activity and its key learning.

Dragon Squad

Teams utilise creativity and innovation to design and construct a dragon then perform a uniquely choreographed dragon dance.

Learning Outcomes

Dragon Squad is a creative, innovative exercise that evokes team spirit, laughter and happiness with dance and music. Team work together utilising project management and creativity to construct and build their dragon. Teams must allocate roles effectively and utilise individuals performance and coordination skills to develop rhythmic drumming and dragon dance choreography.



- Cross Functional Cooperation
- Energising a conference
- Practical leadership
- ✓ Stimulates imagination



2 - 4

hours









Essence of Excellence places teams in the demanding role of professional alchemists with the challenge to create and blend an individual fragrance that appeals to a given target market. Teams must work swiftly and efficiently, carefully choosing ingredients with a range of moods and character traits. Successful teams will understand the world from their customer's perspective, aiming to produce both a new fragrance and an associated targeted marketing campaign to a tight deadline.





Essence Of Excellence

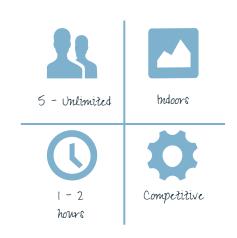
Teams create and blend an individual fragrance and design a targeted marketing campaign.

Learning Ourcomes

Essence of Excellence provides a fun context to explore company values and customer satisfaction, network or improve team communication. Teams are required to understand the emotions and motivations of their target market in order to capture its essence with a bespoke scent and a creative brand. During the process participants' own perceptions are also explored, building relationships within each team while demonstrating that we each operate from our own unique and valid model.



- Exploring excellence
- Brand awareness
- Inspires creativity & fun
- ✓ Insight to other's viewpoint







Teams are challenged to make their own version of a famous Hollywood all-time classic movie. Each team's studio is stocked with everything they need to turn the supplied detailed synopsis of their allotted film into movie magic. Planning, scripting and rehearsing soon give way to on-location shooting. As all editing takes place in-camera, every shot must be meticulously planned and shot in sequence. It ends with a premiere showing of all the films and an awards ceremony.

15 Famous Minutes

Teams juggle with egos and control airtime as they light up the screen with their Hollywood classic.

Learning Outcomes

In this fun, laughter filled team challenge participants lose their inhibitions and get creative. They are challenged to step out of their comfort zone and take on roles of acting, script writing and filming with hilarious results. Time is tight, so team work, strategy and efficient allocation and implementation of roles and tasks is critical to success. Through filming and refilming teams learn to work towards excellence within a challenging time frame.

- Supports strategic planning
- ✓ Time management
- Encourages creativity
- ✓ Team dynamics













Teams are provided with blank paper, bolts of cloth, safety pins, scissors and a production budget, together with everything required to create a fashion sensation. The team members must work together on messages, costumes, choreography, and music choice while letting their imagination run wild as they release their hidden design skills. The climax is a memorable and entertaining fashion show where all the completed creations are paraded by the teams' super models.

Haute Couture

Teams create and choreograph their own catwalk collections with a limited budget.

Learning Outcomes

Teamwork, effective management, and a common vision and goal are essential ingredients for this mixture of fashion and design catwalk frenzy that promises to bring the house down! Teams have a limited amount of time to develop and choreograph their catwalk so accurate role allocation playing to the strengths of individuals is vital. Haute Couture is a challenging yet hilarious activity that will leave teams with lasting memories and a greater understanding of the importance of creativity and innovation.









✓ Fun shared experience





Pop Factor combines a dynamic and creative team challenge with the chance for everyone to let their hair down and have fun. In Pop Promo teams take the role of a 70's or 80's pop band. They select a classic hit and choreograph a music video, dress up and perform! Teams refine and practice their performance and then film it! Once complete, as teams relax and watch each other's music videos on the big screen teams sing a long and laugh at the hilarious remakes.

Pop Factor

Teams remake their own video versions of popular classics.

Learning Outcomes

In this fun, laughter filled team challenge participants lose their inhibitions and get creative. They are challenged to step out of their comfort zone and take on roles of acting, performing and filming with hilarious results. Time is tight, so team work, strategy and efficient allocation and implementation of roles and tasks is critical to success. Through filming and refilming teams learn to work towards excellence within a challenging time frame.







- Supports strategic planning
- Time management
- Encourages creativity
- ✓ Team dynamics







Pupper Masters

Teams construct and control giant puppets in a test of communication and collaboration.

How It. Works

Teams collect kits and props and then examine and discuss construction instructions. They divide into sub-teams to complete the various parts of the puppet. The puppet is assembled, controls affixed and the puppet decorated. Then the team stand the puppet up with the 9 controllers and work to perform simple human actions. To succeed, each team becomes a 'nerve centre' controlling a myriad of movements to wow colleagues with an effortless performance.

Learning Outcomes

Puppet Masters requires all individuals to be involved in strategy and project planning, both when constructing the puppet and manipulating it. It requires keen team work and crystalline communication to make the puppet carry out human actions. Put your teams' communication, process improvement and operational excellence skills to the test in Puppet Masters.



2 - 3

Competitive/

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Encourages creativity











Each team begins with a short movie clip with the original dialogue removed. Given a specific company related topic, the teams are challenged to script and rehearse logical dialogue that follows the action. The event culminates with a live presentation where each team takes their turn in an 'on air' booth. Microphones at the ready and the tension mounts as the countdown clock cues each team in.

Re-dub

A fun context to highlight company topics by dubbing voice over movie clips.

Learning Outcomes

Timing and co-ordination are key to perfect synchronisation. Re-dub is a powerful team building tool to explore messaging about communication, values and customer service. Strong leadership is required to complete the challenge to deadline. Role allocation, communication and bold decision making are critical to the success of the event.

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Project planning

Team dynamics





Indoors











Prior to the event a painting is designed that reflects your key values. Each team has a blank canvas,a part of the whole painting. Working with design information each team paints their canvas. They soon realise that they must collaborate with the teams on all sides of their canvas in order for the final artwork to have continuity. Once time is up, participants move to a separate area while the big canvas is constructed. With a countdown from participants The Big Picture is revealed to thunderous applause and delight.

The Big Picture

Teams collaborate and communicate to create an enormous multi-canvas artwork, reflecting your team's goals and values.

Learning Outcomes

Engage your team in learning how collaboration, networking and a big picture focus can lead to outstanding results. Communication between teams for colour coordination, continuity and brush technique are important in achieving a professional look to the final painting. The bespoke masterpiece created by your team serves both as a review tool and a reminder of learning from the activity. It can also be installed back in your workplace.









Our & Abour

Send your team out on an exciting journey of discovery to see the sights with our imaginative out and about team challenges.



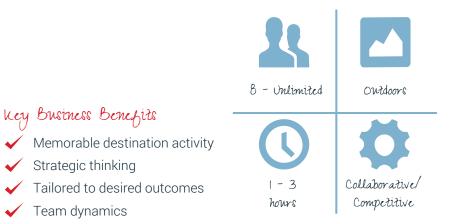
The Go Team app operates on handheld devices, and its unique follow arrow guides teams to a series of way points. On arrival at each destination, participants work together to complete Gps-triggered challenges issued by the app. These include guestions, cryptic clues, photographic criteria and timed tasks tailored to your chosen outcomes. Go Team now has a variety of applications Ask us about Go Give, Go Indoors, Go Engage and more.

Go Team

A high-tech treasure hunt that turns any area into an exhilarating journey of interaction and adventure.

Learning Outcomes

Go Team promotes improved communication as it encourages open communication and discussion. It improves relationships and in turn the guality of work produced. It motivates employees by creating a level playing field where everyone is free to express their ideas and opinions and ultimately motivating them to take on new challenges. It takes teams outside their normal work environment and encourages them to think creatively outside their normal routine.













Teams are introduced to the task of scripting, directing and shooting their own Travel/Food Show. A short instructional video is viewed to provide participants with tips on getting the best results. Teams select a location and then have 30 minutes to plan, manage resources and allocate roles. Teams set off to scout out places of historical interest, experience the offerings of the bustling markets and sample the local cuisine. The Travel Shows are played back followed by an awards presentation.

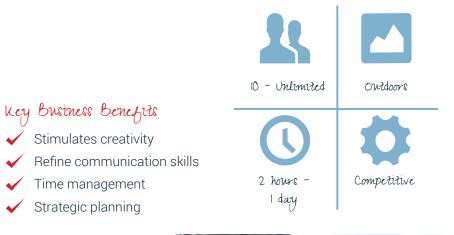


A creative and adventurous way to explore your meeting location while planning and filming a short travel documentary.

Learning Outcomes

Becoming a highly efficient on-location film production unit is a demanding challenge. Teams need to plan resources, decide on who will play each role - presenters, camera crew, sound, location management, props and director. This fun and rewarding event is a great way for participants to discover themselves, each other and their local surrounds. A highly rewarding shared experience that can be used for review and reflection, long after the activity is over.

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Like a live version of the famous board game Monopoly, teams head off around city streets past famous buildings - their quest is to take photographs of them. The photos recreate the extraordinary scenes set out in their instruction booklet. The challenges are varied and creative and are tailored to maximise the location and the surroundings. Back at base teams line their photographs onto the unique game board then observe what other teams have achieved. Scores are collated and the winning team celebrated!

Photopoly

A fun city based challenge taking teams back to the tactile world of yesteryear with Polaroid cameras, notebooks & maps.

Learning Outcomes

A living version of the world's most famous board game, Photopoly brings together strategy, creativity and teamwork in a whirlwind tour of your conference city. It guarantees a refreshing, stimulating and fascinating adventure into team dynamics as it injects energy into any conference program. Planning and strategy are vital in Photopoly. The team that thinks before taking action will be the winning team!











Interactive Business Games

Explore excellence, customer experience, decision making and team chemistry with our interactive business games tailored to your specific learning outcomes.



In Bean Around the World teams play the part of coffee traders in providing the supply chain from producer to outlet and finally to consumer. Teams make money by buying coffee from the suppliers, trading with the other syndicates and then selling coffee blends to the customer at a profit! The game is played over a period of 3 years with the winners being the syndicate with the most cash at the end of the third year.

Bean Around The World

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A fast paced, dynamic and highly thought provoking game themed on coffee trading.

Learning Outcomes

A dynamic and thought provoking trading game that will stimulate and energise any conference programme and generate fresh ideas and approaches to business. It captures the essence of new economy teams and focuses on such issues as, short-term success versus long-term strategy, risk management, win-win negotiation, managing supplier and customer needs within a complex supply chain and the power of good information.













It all begins with a mysterious video message in which a strange voice challenges the participants to a game. Each team is faced with a metal box. Inside is a series of locked cases each containing a mystery to be unravelled. Working through the mysteries, teams ultimately have only a limited amount of time to crack a special code and stop the countdown. To win the game, the code is entered in an electronic combination lock before the time has elapsed.

Beat The Box

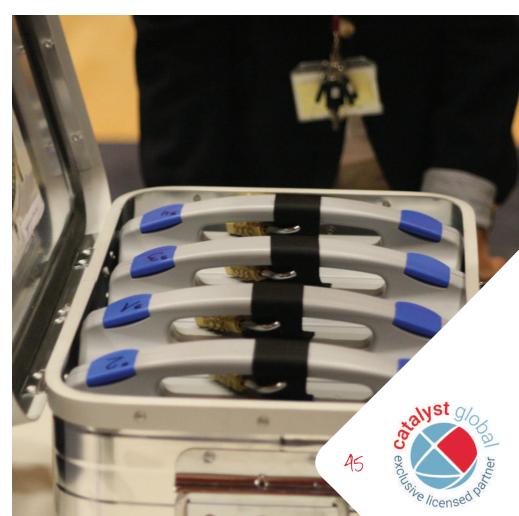
Teams utilise each individual's different skills to uncover a series of mysteries and collaborate with other teams to crack a code!

Learning Outcomes

Successful teams combine their different individual skills, developing creative solutions to complete each of the mystery challenges. Teams learn to work efficiently and effectively within limited time constraints. Beat the Box is a truly collaborative team exercise as in the final stages of the game teams must cooperate, joining their clues together in order to uncover the correct code.

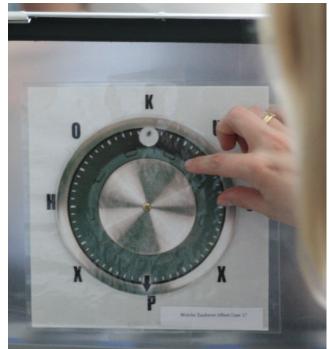
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A realistic crime scenario is set to the detecting teams and they are bombarded with a massive amount of information, delivered in a variety of methods. Taped emergency calls, crime scene videos, filmed suspect interviews, photographs, autopsy reports, transcripts, forensic evidence and more all serve to confuse and mislead the detectives. Their task is to sift through all of this and ultimately focus on the task of solving the crime.

Crime Solvers International

key Business Benefits

Problem solving

Strategic planning

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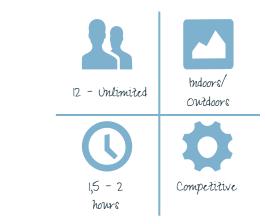
Stimulates debate

Resource management

Teams solve a complex crime using problem solving skills under pressure with tight time frames.

Learning Outcomes

Communication skills are the key to success as team members are taken away from their tables at certain points to receive vital information, which they must relay back to their team. Realistic pressures are introduced along the way to add to the atmosphere of a real crime investigation.













All teams represent divisions of a global smoothie company facing logistical issues, setting up international deliveries and planning ahead under tight deadlines. Over 5 game days teams engage in designing and planning a smoothie range and then sourcing all their ingredients. Once teams have blended and tasted their smoothies they develop a marketing campaign and strategy to sell their product. The teams present their marketing campaigns to the group and then a winning team is announced.



A fun and fresh interactive business simulation game with an emphasis on marketing and communication.

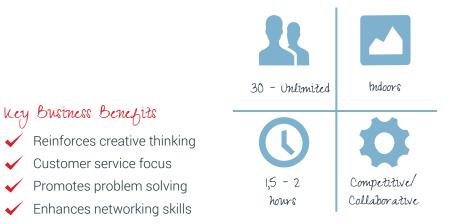
Learning Outcomes

This is a fast and furious business experience that puts networking and communication skills to the test while giving plenty of opportunity for fun. Teams need to work together maintaining a 'common goal' approach to managing the project in order for every division to have the correct ingredients at the end of the activity, ensuring that their smoothies are like they market them to be. Teams must also resolve complex distribution issues and demonstrate how together, they can reduce their carbon footprint.











FreshBiz

FreshBiz Changing the way you play life

Develop entrepreneurial thinking and smart businesses skills in the New Shared Economy.

How It. Works

As in life, FreshBiz is a time-based game where everyone can win and achieve success if they play the right way. Learn how creativity with money is more important than the amount of money itself and how entrepreneurial thinking unlocks resources, collaboration, and optimal results. In FreshBiz you can build businesses, take loans, trade stocks, negotiate and do deals, play action cards, leverage business opportunities and more, making this a truly multidimensional workout!

Learning Outcomes

Participants claim that the game and its insights impact them for the rest of their lives. Learning about the new skills, tools, and mindset of the New Shared Economy where "Access Trumps Ownership" shifts your paradigm completely and offers you the opportunity to play business, relationships, and life in a whole new way. Watch your team turn into a community, your managers into leaders, and your organization experience a quantum leap through this shared new language and perspective.



Inspirational shared experience \checkmark













Gold Rush

A strategic and feverish rush in the dramatic search to discover gold!

How 12 Works

Mirroring the challenges and rewards of real business, teams work to accumulate wealth and ultimately win the game. Teams must collaborate and multi-task on 8 different levels to have a chance to go for gold. Teams must retrieve a secret code and swap it for cash following a certain procedure. Here, planning and execution are vital. Along the way teams can earn extra rewards by completing various tasks. Press releases given every 30 minutes give teams who respond guickly, the opportunity to increase their wealth.

Learning Outcomes

Show your team the value of business intelligence, planning and communication through this practical hands-on application. All participants are on level playing field creating a compelling cross functional and top-tobottom whole organisation team building activity. Gold Rush has been widely used in CRM, Knowledge Management, Customer Service, Cultural Diversity, Strategic Planning and Communication programs.

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Outdoors 8 - Unlimited key Business Benefits Project management Negotiating & decision making 2 - 4Competitive Promotes problem solving hours Managing change





Merces Of Troy

Teams cooperate to help Paris escape with his beloved Helena in this exciting strategic game!

How 12 Works

Teams strategise and then start to move. The pace of the game increases with each day. Faced with surprising situations, teams learn with experience, adapt their strategy and plan ahead. There is quick decision making, fast communication and lots of movement in the room as scouts and messengers try to relay team decisions in time. Rumours give trailing teams new hope and finally, teams start to reach Troy.

Learning Outcomes

Heroes of Troy is an excellent addition to any team building or employee engagement activity. It helps all team members to interact and engage while using their strategic thinking skills and enjoying themselves at the same time! Flexible in its delivery, Heroes of Troy can be performed as an educational program with the evaluation of team work afterwards, or as a completely entertaining program with the aim of socialising and integrating participants in a relaxed atmosphere.







✓ Fun & motivating







In two to three hours, teams make "front-page news", with a teambuilding challenge that goes beyond the headlines and gets to the real story of your conference messages. This fun, fastpaced and energetic teambuilding challenge will take your team out of their comfort zone and drop them into the world of newspaper publishing. Focusing on a predetermined theme, each team names their newspaper, completes a number of articles, creates a cartoon, designs an advertisement and even write a business forecast.

Making the News

Teams take on the role of a news team reporting the day's news and publishing their own front page.

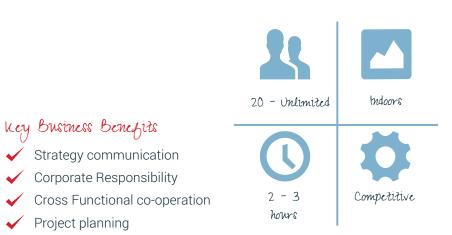
Learning Outcomes

An engaging solution to consolidate conference content or explore key business issues such as managing change, visualising the future, reaffirming company values or intelligently questioning policy and practice. Good project management is required to meet tight deadlines throughout the program. Each team's creation is displayed at the activity venue and can be taken back to the workplace to form a road map or reflection.













Faced with a jumble of model components, teams must switch into overdrive to assemble a range of 'snap together' concept cars in record time. The pressure is further intensified with the realisation that each car has it own specific style and bolt on extras. Speed is rewarded but small mistakes can see teams slipping down the leader board.

Need & Speed

A frenetic table based game that encourages participants to review and improve performance.

Learning Outcomes

Optimising flow is critical to success as teams are challenged to form ultra efficient assembly lines and shave seconds off successive build times. The focus moves from individual team times to sharing best practice between teams to achieve the best possible aggregate production time.

key Business Benefits

- Strategy communication
- ✓ Corporate Responsibility
- Cross Functional co-operation
- ✓ Project planning

B - Unlimited Indoors 30 minutes -I hour Competitive/ Collaborative

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Our of The Box

An ingenious way to generate fresh ideas and get to grips with company issues.

How 12 Works

Out of the Box kicks off with participants being invited into the conference room and discover that the space is empty apart from a number of large wooden crates. The crate folds out into a large display stand and inside they find details on their issue, together with supporting material and props. Each team's task is to create a display on the stand that addresses the issue and present their analysis, findings and recommendations. Once completed each display is brought to life with a live presentation.

Learning Outcomes

Challenging and lots of fun, Out of the Box has proved to be incredibly effective at harnessing the thinking power, creativity and knowledge of participants for a wide range of organisations. In this experiential exercise participants learn to collaborate and work together as a team. Whatever your outcomes, Out of the Box can get your people thinking creatively about them in a fun relaxed environment, that can be reflected on back in the office.







- Brand awareness
- Exploring excellence
- ✓ Stimulates creativity
- ✓ Strategy communication







Teams manage resources and monitor conditions, instructing their guides up Mount Everest to the summit over an 20 day expedition. Due to the complexity of the game and the number of variables involved, team members must take on individual roles acquiring knowledge, effectively communicating information to the group and successfully completing physical challenges. They decide on how they will move each day and enter it into the game tablet. The team with the most points is declared the winner.

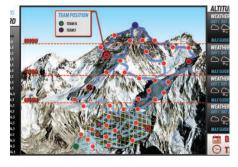


Tablet based experiential learning game for enhancing leadership skills and team dynamics.

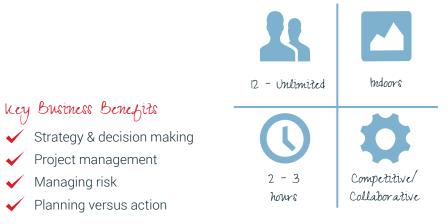
Learning Outcomes

An experiential learning tool where participants learn through the use of an engaging theme with tactile components, fun and relevant links to their business environment. Following the experience, participants use reflective observation to identify what occurred during the exercise, what decisions they made and the consequences of these decisions. Participants are able to make effective behavioural changes by understanding and accepting the implications of their choices.













In this high energy indoor business game each team takes the role of a rafting company leading a successful 'first descent' down one of the world's great rivers. Teams commence planning, learning and developing a strategy. Then they embark on a 18 day expedition down the river aiming to earn 'Feel Good Factors' and food cards through completing various challenges along the way. The team who finishes with the highest net profit wins the game.



A fast paced adventure where teams play the role of a rafting company and work towards customer satisfaction learning.

Learning Outcomes

Concealed within the game structure is the requirement to understand the nature of customer satisfaction – both how to value it and how to achieve it. During planning and execution stages, teams are deliberately supplied with more information than any one person can deal with, so effective information management is crucial in creating the best outcome for clients. Participants are also required to balance the budget, to ensure the best customer experience is delivered while remaining profitable.









- Strategy & decision making
- Communication skills
- 🖌 Managing change
- ✓ Risk management







In Speak Up Speak Out delegates explore and take ownership of company values and critical success factors. A series of thought-provoking statements are tabled for discussion, for example: "Must be a team player", "Stop at nothing to win", or "Not just a trait but a lifestyle". Participants indicate the extent to which they agree or disagree with the statements and express the reasons for their opinions. This generates a discussion which each team member takes a turn at leading, ensuring that everyone has a voice.

Speak Up Speak Out

Participants take ownership of your organisation's values using this interactive platform to share, align and plan together as a team.

Learning Outcomes

A fully customised, focused discussion activity where team members are given a platform to air their views. It fosters assertive communication as participants have the opportunity to both speak and listen as they challenge each other. A variety of applications includes mission, vision and values assimilation; customer service strategies, sharing of best practices and exploring company culture.

- Foster assertive communication
- Discover common values
- Honest, frank communication
- ✓ Contemplate & form opinions













Thai Traders is a supercharged game of information gathering, haggling and building trust - an excellent icebreaker or conference interlude. Each team plays the members of a Thai Tribe with possessions and information to trade. Their goal is to accumulate commodities as they build relationships and deal with the other tribes and traders. Ruthless negotiation, creative thinking and strategic planning make the richest tribe in the city.

Thai Traders

Emphasise trust, networking and the value of information within a fun business game.

Learning Outcomes

A quick and clever activity where teams negotiate and trade to maximise their returns. Although this is a competitive exercise, the most successful teams are those that collaborate with others to build win-win outcomes while at the same time focussing on their own bottom line results. During a review process, winning strategies are shared and pertinent learnings are applied to the workplace.



- Supports decision making
 Develops networking skills
- Improves negotiation skills
- Reinforces creative thinking













Each team plays the crew of a pirate ship that arrives with a hull full of 'booty' to trade. Their goal is to accumulate treasure by building relationships with other traders in port, while using their guile to gather vital market information. The game takes place over 4 years. Each year commences with teams trading and ends with them returning to port, to collect bounty on certain goods. As the game progresses, teams develop relationships with other teams and share gained knowledge.

Trade Winds

Highly immersive pirate-theme game that explores negotiation, information gathering and networking.

Learning Outcomes

A quick and clever activity where teams negotiate and trade to maximise their returns. Although this is a competitive exercise, the most successful teams are those that collaborate with others to build win-win outcomes while at the same time focusing on their own bottom line results. During a review process, winning strategies are shared and pertinent learnings are applied to the workplace.



- ✓ Strategy & decision making
- Communication skills
- Managing risk
- ✓ Customer service













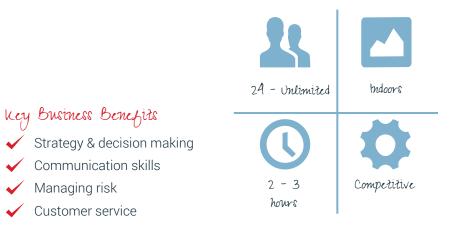
Set in the lawless Wild West town of Dodge City during the 1860s, Trading Post is centred in a time of great opportunity for the wise and guick-witted but a place of potential disaster for the unwary and ill-informed. The game takes place over 4 years. Each year commences with teams trading and ends with them returning to returning to their respective wagons for a payout on certain goods. Here families share knowledge. As the game progresses, teams develop relationships with other teams and share gained knowledge.

Trading Post

Fast-moving, highly immersive business game in which information is power, negotiation is a valued skill and trust is paramount.

Learning Outcomes

A quick and clever activity where teams negotiate and trade to maximise their returns. Although this is a competitive exercise, the most successful teams are those that collaborate with others to build win-win outcomes while at the same time focussing on their own bottom line results. During a review process, winning strategies are shared and pertinent learnings are applied to the workplace.













The aim of the exercise is to get to a central island and open a treasure chest. Along the way they must traverse an area full of dangerous creatures: sharks, crocodiles & snakes. Each team has 3 beams, a rope & luckily small rocks in between that work as safe places. Teams use the beams to make bridges as they endeavour to move the whole team to the island. Once they arrive teams open the treasure chest for a surprise!

Treasure Island

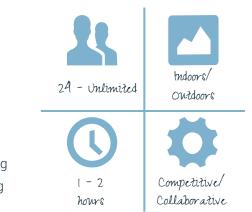
This powerful experiential learning activity focuses on interdepartmental competition and highlights the importance of collaboration to success.

Learning Outcomes

Treasure island is a powerful experiential training activity filled with learning. It is a challenging activity that requires creative problem solving for success and fresh thinking at each stage. It explores the notion of interdepartmental competition versus cooperation between departments. In Treasure Island teams must work together in order to succeed. Fun & engaging, Treasure Island brings lasting memories and learning for all.



- Paradigm change
- Encourages problem solving
- Reinforces creative thinking
- ✓ Changes attitudes













Participants are guided through a series of experiential activities to learn about the role of facial expressions, body language, congruity of speech and eye assessing cues in relation to trust and deception. These skills are put to the test as teams adopt the roles of arriving passengers or the customs officials aiming to detect contraband items. The exercise is reviewed with the content translated to a business context.

Trust or Bust

Learn trust and rapport building skills in this business game themed on airport customs.

Learning Outcomes

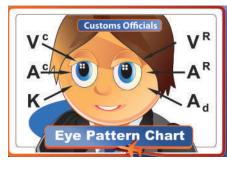
The ability to identify both truth and deception allows you to build better business relationships based on trust and confidence in others. It helps in any decision making process which involves other people and leads to a competitive business advantage. This sophisticated business simulation provides the bedrock for understanding trust, fundamental to corporate social responsibility. Encourage your staff towards better communication with Trust or Bust!

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Active Team Challenges

Get energetic and creative whilst exploring team dynamics and emotional intelligence with our unique indoor and outdoor team building activities.



Following an introductory ice breaker, the group breaks into teams. Participants grasp the desired outcomes of each challenge, quickly evaluate the resources at hand, set realistic goals and reach a consensus on how these will be achieved with tight time frames. After completing each activity, they are encouraged to review their performance and take learning's forward to the next task. Finally, the teams gather to complete the last challenge together. The exercise is reviewed with the content translated to a business context.



An active exploration of team dynamics where key 'breakthroughs' in team thinking lead to success.

Learning Outcomes

Breakthrough enables teams to learn about the basics of team work while individuals appreciate how their interpersonal styles may affect their team's success in a relatively short time. Evidence shows that the learning outcomes speak for themselves, however, it is the ideal practical exercise for any popular team profiling techniques creating a solid platform for in-depth review. Flexible in its format, Breakthrough can be tailored to venue, participant numbers and desired learning outcomes.

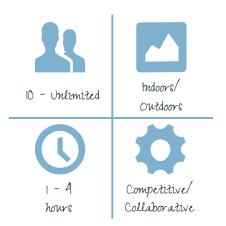








- ✓ Fun & motivating
- ✓ Practical leadership
- Project planning
- ✓ Communication skills







Teams race to complete a series of challenges. In the Bat Cave they must decode the hieroglyphics. In 'The Desert Mine", teams guide blindfolded team members to discover the jewels. 'The Desert Crossing' challenges team dynamics as they work to move all team members to the right positions across the desert. In "Jewel in the Pyramid" all team members work a grabbing arm in unison to retrieve a jewel. Teams assemble a desert puzzle and read the clues to uncover the dinosaur bones from the desert sands in 'The Dig'.

Sands of Time

Teams complete a series of desert theme challenges then come together to decipher a code and solve the mystery of the desert!

Learning Outcomes

Energetic and loads of fun teams work to understand each of the tasks, develop a strategy and communicate effectively to complete each on accurately and within a given time frame. In the final stages of the activity teams are required to collaborate sharing their clues and employ their various skills in order to solve the ultimate mystery of the desert completing the game. Sands of Time is a memorable shared experience that will be talked about long after the mystery is solved.









✓ Communication skills







The group divides into 2 opposing tribes and numerous sub-teams within each. First, team create their own bespoke tribal regalia. Dressed to impress, each team then rotates through a circuit of 'quests', competing head to head with teams from the opposing tribe. Points accumulated by the teams contribute to their tribe's total score. In the closing ceremony teams face off for a Haka showdown. The team with the highest points is declared the winner!

Two Tribes

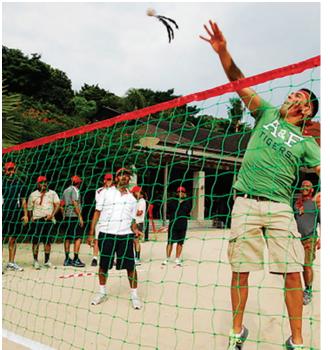
An alternative Olympiad providing sport for all. A celebration of indigenous games from all corners of the world.

Learning Outcomes

Participants are introduced to unusual traditional sports in a way that encourages participation, inclusion and mutual respect. Designed to set the pulse racing, this healthy experience develops team dynamics while having fun! Strategy is key to success as the rules enable teams to play to their strengths, resting chosen players during some challenges in order to reserve strength for their preferred auests.















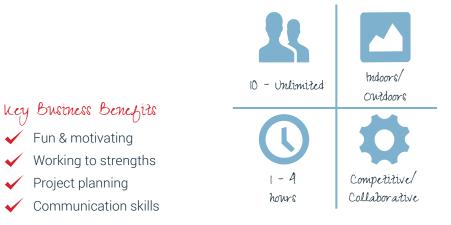
Teams watch a series of YouTube clips and select those they think they have a chance of achieving. Each challenge has a set level of odds of success. The crux of the game focuses on teams betting on their own performance. Teams then attempt to complete the challenges they have chosen. Success is based on the time taken and the planning. Most importantly successful bets return winnings that teams use to invest in betting against doing more challenges. The winning team is the one with the greatest winnings at the end of the allocated time.

You Bet You Can

An active exploration of team dynamics where key 'breakthroughs' in team thinking lead to success.

Learning Outcomes

In You Bet You can teams have to learn to work together efficiently and effectively, identifying and capitalising on individual strengths. They must be realistic in their appraisal of their collective abilities, reassessing their game plan with each challenge they bet on and approach. Teams that accurately assess their abilities, learn to focus their energy and manage their resources effectively are the ultimate winners.









movation \$ Invention

Test your creative and analytical skills with team building activities that require originality, ingenuity and energy in order to succeed.



Animate

Bring your team's ideas and messages to life with stop-frame animation.

How 12 Works

Animate is an experience based around the amazing technology of stop frame animation. The group are split into teams which are tasked to work together to produce a short animation clip which tells a story. A collaborative twist can be added whereby teams must work together so that their animation clips link together at the end to form a long clip which tells one cohesive story.

Learning Outcomes

Communication, planning and coordination are essential in making the best animation! The versatility of the event means that it can represent all kinds of stories or messages, which are great to bring business objectives, product launches or key messages to life in a fun way. Working corroboratively means participants have to communicate effectively to ensure continuity is maintained throughout the whole video.





- Resource management
- Time management
- ✓ Inspires creativity & fun













Bridging the Divide is a powerful team building activity, requiring teams to employ clever project management and customer relationship management skills to build a bridge to required customer specifications. In doing this they need to manage limited resources, communication barriers and strict time lines. And, the bridge needs to be big enough, strong enough and stable enough to allow a large remote controlled vehicle to safely cross it.

Bridging The Divide

Collaborative bridge construction project with limited resources, communication barriers and strict time lines.

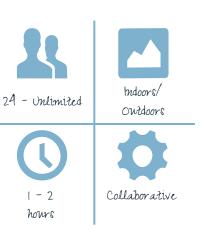
Learning Outcomes

A challenging exercise where each team is both a supplier and a customer. The end goal is fully collaborative, and success requires ongoing customer relationship management and an understanding of the knock-on effects of good or poor communications. A fun, and engaging, hands on event with very powerful metaphors – where all departments of an organisation strive towards their own goals, but also play a vital role in the bigger picture of the organisation's goals.



Cross functional cooperation Risk & resource management

- Practical leadership
- ✓ Change management













Inspired by a video of amazing Rube Goldberg contraptions, participants analyse their pile of recycled materials and plan how they will use the materials in their zone to create their contraptions. Teams explore their pile of recycled materials. Teams must communicate with teams nearby to ensure they will connect. After building, they test and retest to ensure their contraption will work properly and then flow onto the next team's contraption. Once build time is up, the chain reaction is triggered to the delight of all!





Chain Reaction Lifesize

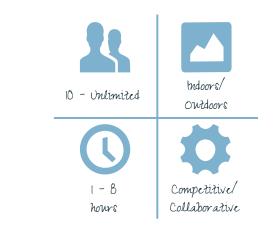
Teams create a series of simple machines & join them together to make an elaborate chain reaction.

Learning Outcomes

Successful teams understand the task, assess available resources and communicate effectively to make a construction plan. Throughout construction, they appraise and adapt and modify their initial plan. Teams work to develop a common vision, developing a shared strategy which they put into place by applying excellent project and resource management skills. Collaboration between the teams to share knowledge and resources is imperative to success and to extend the limits of creativity and working towards excellence.



- Project managementResource management
- Time management
- Inspires creativity & fun





CHAIN REACTION Table Top

How 12 Works

Using ideas cards, participants exchange ideas with individuals from other teams. They return to their team, share knowledge and discuss how they will put together their simple machines. Each team constructs a series of simple machines, connect them together and tweak the construction ensuring the process flows continuously. Teams collaborate to join their simple machines to the next team's. They test and retest making adjustments. Once complete the Chain Reaction is triggered to the delight and amazement of all!



Teams create a series of simple machines & join them together to make an elaborate chain reaction.

Learning Outcomes

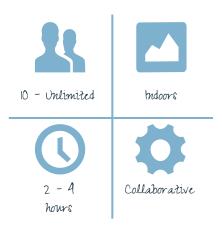
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- Project managementResource management
- Time management
- ✓ Inspires creativity & fun







Teams are given a zone of a model city to build. The teams collaborate to develop a plan for the city ensuring there is uniformity of design across the zones and that roads and rivers flow coherently with the other teams' sections next to theirs and in the city as a whole. Using a wide range of materials, they build an imaginative and creative city that is functional and aesthetically pleasing. When the time is up, teams join the sections of the city together and celebrate their success.

City Build

Teams collaborate to design and build a giant city with interconnecting zones out of everyday materials.

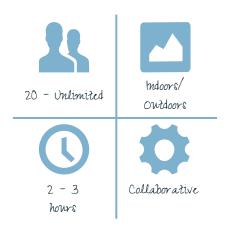
Learning Ourcomes

Teams work to develop a common vision and a shared strategy they put into place applying creativity and excellent project management skills. Planning and strategy through effective cross team communication and collaboration are essential to ensure the zones of the city interconnect and flow. Resource and time management are also essential to completing the project on time. Participants are motivated and inspired by successfully working towards a common goal.





- Project management
- Resource management
- Time management
- ✓ Inspires creativity & fun







Teams are tasked to put together a motorbike from 4 groups of components. They must complete a series of puzzles and a braille learning exercises to gain access to plans and vital knowledge used in categorising the bike components. Teams then work to divide the bike components into 4 groups. Once complete, team members work to build the bike. Teams decorate their bikes, dress up and parade or race.

Easy Rider

Team complete puzzles to gain vital information for constructing and decorating a life size motorbike.

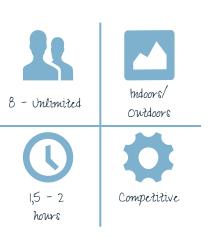
Learning Outcomes

2000

By forming sub-teams and following a series of processes, this complex project can be broken down into a manageable task and ultimate success. Individuals learn to trust themselves and each other in the blindfold braille task as by removing sight, the mind is forced to pay close attention to all remaining senses. Creativity and ingenuity are put to the test as teams construct and decorate their bikes.



- Developing trust
- ✓ Stepping out of comfort zone
- Project planning
- ✓ Communication skills













Flat Out Afloat

From blueprint to boat, teams construct a cardboard vessel that floats and race in a regatta.

How 17 Works

In this innovative and exciting 'build your own boat' concept, teams select a design and gather together some unlikely building materials and then combine their individual talents to build a seaworthy vessel. The proof of a job well done, takes place on a lake, pool or the open sea. Teams take to the water in a race, regatta, sea battle or full-blown adventure to recover sunken treasure.

Learning Outcomes

The teams find out that the 'impossible' becomes very achievable when individuals collaborate and co-ordinate their efforts. Project planning and strategic communication are imperative as teams work to a limited time frame. Participants may discover that true leadership and great ideas often come from those they least expect. A water tight vessel and collaborative strategic planning must be employed to win the race!











Flat Out Chariot Challenge



How 12 Works

Teams construct a Chariot from a flat pack following a set of detailed instructions. Once construction is complete teams then make a statement decorating their chariots incorporating messages or values. The challenge concludes with a race, where the teams pit their chariots against each other in a test of speed and skill, or a gladiator-theme parade.

Learning Ourcomes

finale.

Participants construct full size cardboard

chariots in preparation for a Ben Hur style

Chariot Challenge tests the communication skills, collaboration and creativity o to build the ultimate model kit against the clock and against each other. Teams need to plan carefully and work as one to succeed in reaching their goal. Simultaneously, the teams will be faced with extra challenges and tasks before the chariot is finally constructed. Flat Our Chariot inspires creativity and is a wonderfully fun shared experience that will be reflected on long after the event.







- Project managementResource management
- Time management
- ✓ High energy, fun & engaging





Flat Out Formula 1



How 12 Works

Using detailed plans and a flat pack kit of materials, teams race against time to construct an almost life-size Formula 1 racing car. Once complete they decorate and brand it and formulate a race strategy. Finally the Grand Prix moment arrives and teams line up their cars at the start line and as the chequered flag flies, they race in a relay. The team with the first Formula 1 racing car over the line is declared the winner!

Learning Outcomes

racing car.

Team work is put to the test in building

and racing a life-size cardboard Formula 1

Team work, resourcefulness and excellent communication skills are required to turn a flat pack of materials into a Formula 1 racing car. With a good understanding of the end goal and by forming sub-teams and working in parallel, this complex project can be broken down to keep the whole team working effectively to complete the project. There is also plenty of creativity required to decorate the Formula 1 racing car. Finally, effective strategic planning and role allocation leads to a successful race.





- Resource management
- \checkmark Time management
- ✓ High energy, fun & engaging













create individual 3D shapes which fit together to form a team pyramid. Once constructed teams decorate their pyramid with slogans and colour, which can be aligned to reinforce your brand message or conference theme or perhaps a charity of your choice. Then teams collaborate to join their pyramids together to create one giant pyramid ensuring the decorative design is uniform and matching when joined together.

Flat Out Pyramids

Use the power of team work to transform a flat pack into one of the wonders of the ancient world!

Learning Ourcomes

Problem solving, time and resource management skills are required to construct a series of shapes and then form them into a pyramid - its like a giant 3D puzzle! Progressing from a team activity to a whole group challenge, Flat Out Pyramids illustrates the value of each individual working to a common goal, a lesson that will stand the test of time.



- Creative thinking
- Problem solving
- Brand awareness
- ✓ Change in attitudes













Flat Out Rickshaw Rally

Team work is put to the test in building and racing a life-size cardboard RIckshaw.

How 12 Works

Teams construct a Rickshaw from a flat pack following a set of detailed instructions. Once construction is complete teams then make a statement decorating their rickshaws incorporating brand messages and/or values. The challenge concludes with a race, where the teams pit their rickshaws against each other in a test of speed and skill. Loads of fun and laughs, Rickshaw Rally is a totally inclusive event with something for everyone.

Learning Outcomes

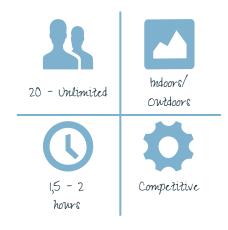
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- Project managementResource management
- Time management
- High energy, fun & engaging







Flat Out Sleigh Ride

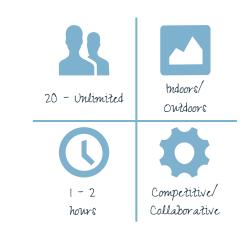
A festive team challenge that combines creativity, communication in a fun, memorable shared experience.

Learning Outcomes

Each team is encouraged to pull together and Flat Out-Sleigh Ride is an fun memorable turn a 'flat-pack' cardboard kit into a perfectly shared experience that brings out the best engineered sleigh powered by human reindeer. in your people and encourages ingenuity, Although detailed plans are provided, this is no cooperation and good-natured competitiveeasy undertaking! Careful planning and teamness. Flat Out Sleigh Ride tests the communiwork are required to succeed. Once construccation skills, collaboration and creativity of tion is complete, teams adorn their sleighs your people to build the ultimate Sleigh for with Christmas decorations. The challenge Santa. A fantastic way of uniting your teams at concludes with a race where teams unleash a Christmas party or end of year event. their reindeer power and demonstrate pit stop

key Business Benefits

- ✓ Project management
- Resource management
- Time management
- ✓ High energy, fun & engaging





crucial costume swap.

prowess as all teams vie for advantage in a







Each sub team races against the clock to build, clad and decal a 4x4. Roles are switched, quality audits and strength tests executed. Everybody has a blast in this team building activity. Individuals take ownership of their roles. The 4x4 can only be completed when everyone has done their part. It's like a pit stop of team building execution that comes together in parts but moves as a solid singular unit – both the 4x4 and the Team.

Joint Venture Ara

Teams join pipes together to construct an almost full-sized 4x4 vehicle!

Learning Outcomes

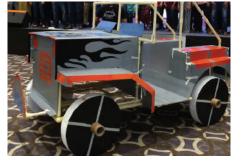
Division of roles, communication clarity, project management, time management and common goals are just some of the takeaways here. The 4x4 that portrays toughness, a gowherever- you-want attitude and simplicity. Team work and team bonding on account of larger teams, help to make this a real winner for networking.



- Project managementResource management
- Time management
- ✓ High energy, fun & engaging













Team Torque

Teams design, construct and decorate a car, then race it in a drag strip finale!

How 12 Works

Teams create and construct their cars by participating in a series of team challenges. They design and decorate banners and promotional materials to support and cheer on their team. Then its time for the race. The teams line up at the start. When the flag flies, mechanics pump air into the rocket forcing the car off the starting grid. The aim is to land a car closest to the middle of a zone at end of the track, accomplished by a combination of weight and drag.

Learning Outcomes

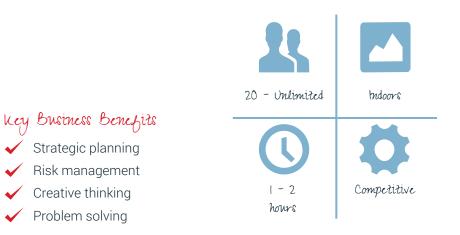
Teams draw on their communication, leadership and project management skills in a series of exercises in order to gain the components to construct their cars and then build them with a limited amount of resources within an allotted time. Creativity and innovation is required to design a team slogan and banner. The race itself is a fun, energising and motivational exercise which enhances team dynamics and unites teams.

 \checkmark













Using simple materials, just clear duct tape and plastic wrap, creates a life size human form of a designated team member. The teams then come together to join their 'time bound' human statues into a predetermined installation which can take on an infinite number of forms enabling it to match a conference theme or key learning. Once created, the installation can be assembled and photographed in a public space or illuminated adding to the fun and creativity.



Unlock laughter and break down barriers as your team get hands on to create a life-size model capturing a moment in time.

Learning Outcomes

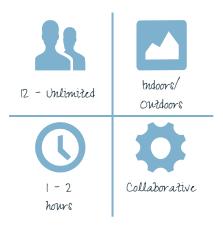
Time Bound is a fun shared experience which will have delegates smiling and laughing. Its informal nature enables participants to let their creative ideas roam. Teams need to collaborate, communicating effectively with each other in order to achieve a successful final result. Teams can consist of staff from all levels transcending company hierarchy enabling them to relax with each other as they join in the hilarity of this tactile event. Just as the name suggests, Time Bound literally binds people together.















How It Works

Within a set time frame, each team builds a large contraption from a specially designed equipment kit. Once complete, teams collaborate to connect each team's contraption into an amazing sequence of events. Once complete the device is triggered culminating in the dropping of a one tonne weight, trapping the rat and delivering success to the teams!

Rat Trap

Teams work together to build an intriguing contraption which ultimately traps the rat!

Learning Outcomes

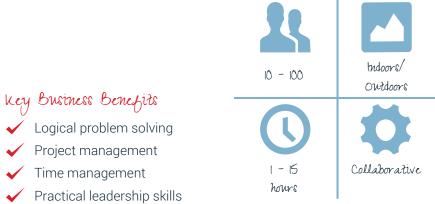
Rat Trap brings teams together to work in a cohesive manner. Individuals must work together as a team within a limited amount of time to construct a section of the Rat Trap. Construction draws on logical problem solving, project management and leadership skills. Teams work towards a common goal communicating effectively and sharing ideas to connect the sections of the Rat Trap together. Once complete, they share in the joy of the success of the final collaborative work.

 \checkmark











Engaging Interactions

Create an involving and fun atmosphere whilst encouraging interaction and communication in your team with our entertaining events.



Each team plays the role of an group of Elves (Santa's little helpers) tasked with hoarding gifts and decorations in the lead up to Christmas. They accumulate gifts by building relationships with other groups of Elves, while using their guile to gather vital information. The game takes place over 4 months, each month starts with the gangs trading and ends with them returning to Lapland, to be rewarded by Santa. As the game progresses, the groups of Elves develop relationships with other groups & share knowledge.

12 Teams of Amas

Fast paced and festive theme negotiation game that focuses on networking and understanding customer needs.

Learning Outcomes

A quick and clever activity where teams negotiate and trade to maximise their returns. Although this is a competitive exercise, the most successful teams are those that collaborate with others to build win-win outcomes while at the same time focussing on their own bottom line results. During a review process, winning strategies are shared and pertinent learnings are applied to the workplace.

 \checkmark







2A - Unlimited Indoors key Business Benefits Strategy & decision making Communication skills 2 - 3Competitive Managing risk hours Customer service





Teams are provided with basic ingredients and resources to custom design and decorate a pre-cooked cake. Teams employ all aspects of Cake Decorating from drawing and concept design, through to cutting, stacking, shaping, and most importantly layering and decorating. A range of bonus challenges are completed in order to gain additional decorations. Once complete teams line up their cakes and present the inspiration behind their decorations. The judges choose a winning team and award a prize for the best cake!



Utilising innovation and creativity teams design and decorate a company themed cake.

Learning Outcomes

Cake-off provides a range of innovative and tailored team activities for all participants. It highlights the benefits of individual participation and team collaboration while incorporating business specific objectives and organisational values. Cake-off is an fun, memorable way to create value through inspiring togetherness.















After an introduction to the world of wine teams get to sample everything from top class to budget wines. Blindfolded, the teams are then asked to guess the country of origin, grape variety, vintage and price band of a selection of wines. With their new skills, the participants will be amazed at their powers of identification. They are then introduced to the art of blending and will create their own unique blend from fine wines. They then present their blend using the language of wine. The winning team is rewarded with a guide to wine.

Calling the Shots

A fun and energetic competitive team building exercise introducing you to the world of wine tasting.

Learning Outcomes

Calling the Shots, a rousing, ideal pre-dinner activity, giving delegates a chance to bond as a team, amidst a mellow atmosphere along with an underlying element of competition. Teams learn to work together solving problems while having fun. Calling the Sots gives opportunities to assess information retention, explore company issues and get feedback in a non-confronting manner.

- ✓ Energises a conference
- ✓ Decision making skills
- Listening to others
- Persuasive language













Using the Go Team platform Go Engage is a versatile tool to share content, gather information and stimulate creative thinking. Go Engage has a variety of applications which can be adapted and applied to your desired outcomes. It can be used either directly with individuals or within groups allowing dialogue and feedback. Go Engage has the versatility to be engaging to all through gamification or just simply a more user friendly way of engaging people in learning and sharing.

Go Team - Go Engage

Gamify your staff induction process, surveys, network and more! The ultimate tool for engaging people.

Learning Outcomes

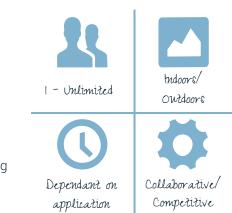
Whether you are using it to gather information, present information or encourage networking, Go Engage's familiar gamified platform, promotes collaboration, open communication and discussion in an inviting and engaging way. It increases knowledge, improves relationships and in turn positively effects the workplace environment. Go Engage motivates employees by creating a level playing field where everyone is free to express their ideas and opinions, motivating them to take on new challenges.







- ✓ Improves communication
- Stimulates innovative thinking
- Increases shared knowledge
- ✓ Improves workplaces







Each team receives a number of tablets per table, controlled from a centralised platform. The MC introduces the game and acting as guiz master controls the pace of the activity managing everything wirelessly. Teams participate in skill tests, physical challenges and brainteasers which are customised to reinforce product knowledge and generate playful interaction.

Push 12!

High energy indoor tablet challenge which can be customised to deliver your key messages in a memorable way.

Learning Outcomes

Push It! can be customised to reinforce product knowledge, brand awareness or your uniquely desired learning outcomes. Push It! energises a conference, motivating and enthusing delegates as it unifies the group creating lasting shared experience. Designed with meticulous attention to detail. Push It! has a user-friendly interface that instantly invites attention and gently encourages maximum involvement.













Teams are provided with basic ingredients and resources to create a unique regional sausage. There are many types to choose from with even vegetarian options. Teams mix the raw ingredients and then stuff the mixture into casings. Its more challenging that it looks to produce the perfect sausage. Teams design a marketing campaign for their sausage. The sausages are then cooked and the tasting and judging begins. Prizes are awarded for the most popular sausages as the drinks flow.

Sausage Sensation

Teams have fun creating their own regional sausage delicacy.

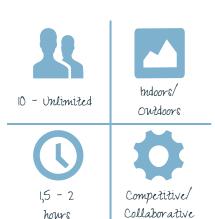
Learning Ourcomes

Sausage sensation provides a range of innovative and tailored team activities for all participants. It highlights the benefits of individual participation and team collaboration while incorporating business specific objectives and organisational values. Sausage Sensation is an fun, memorable way to create value through inspiring togetherness.





- 🗸 Team dynamics
- ✓ Promotes problem solving











Teams receive game rules and a box of aroma bottles. Participants sniff botanicals and sip the gins in an attempt to identify each sample in the box. Light hearted convincing and persuading ensues as teams finalise their collective decisions before submitting to the group. The results are tallied and the winning team revealed!

Team Tonic

Teams compete to correctly identify the aroma profiles of some of the world's most famous gins.

Learning Outcomes

Sausage sensation provides a range of innovative and tailored team activities for all participants. It highlights the benefits of individual participation and team collaboration while incorporating business specific objectives and organisational values. Sausage Sensation is an fun, memorable way to create value through inspiring togetherness.



- ✓ Energises a conference
- ✓ Decision making skills
- Listening to others
- ✓ Persuasive language













Teams browse the curios. Simple questions will provoke lively debate as to age, value and intended use of each item. Teams then take it in turns to provide three descriptions of an antique, only one of which is correct. The other teams guess which description is the correct one. The truth is revealed and the winners awarded prizes!

The Curio Show

Teams employ educated guesswork and bluff as they venture into the intriguing world of antiques.

Learning Outcomes

The Curio Show is the ideal networking tool. It cleverly stimulates discussion, wit and story telling to create a sociable and positive atmosphere. The Curio Show focuses the mind as it fosters intelligent enguiry and deductive reasoning in a fascinating and intriguing way, leaving participants with lasting skills, memories and connections.

 \checkmark













Teams design and build a rally while completing an array of specific challenges if successful they can remove items from their rally to make it faster and simpler. Teams can choose to not complete any challenges and use every item in their box. Once complete, teams observe each other's rally's. The winning team is the team with the fastest working Domino Rally that has satisfied all the criteria. There is also an opportunity to give another award for the most creative Domino Rally.

The Domino Effect

Teams create a giant flowing domino masterpiece when set off the fastest and most creative domino rally wins.

Learning Outcomes

With the challenge to create the fastest domino rally collective decision is important. Will they complete all the challenges to reduce the amount of parts they must use or will they concentrate on planning and construction? Teams learn the importance of proto-typing and patience in testing to ensure the final project is successful. The importance of planning and decision making is highlighted in the success of the final result.



1 hour

Inspires creativity & fun \checkmark

Collaborative











Teams receive game rules and a box of aroma bottles. Participants sniff and sip the whiskies in an attempt to identify each sample in the box. Light hearted convincing and persuading ensues, as teams finalise their collective decisions before submitting to the group. The results are tallied and the winning team revealed!

Whisky Wisdom

Teams compete to correctly identify the aroma profiles of some of the world's most famous whisky brands.

Learning Outcomes

Engage your team in the process of quick, informed decision making and the art of using persuasive speech and body language to convince others. This light hearted networking activity, will have teams relaxing and laughing as they listen to the opinions of others and discuss and debate their way towards a collective decision.

- ✓ Energises a conference
- ✓ Decision making skills
- Listening to others
- ✓ Persuasive language











Environment & Community

Make a difference, raise awareness and demonstrate your corporate values in a fun and engaging way with our CSR team building challenges.

> like the arts straight, genty site i minime the heart side und it lette in tryings



Barkitecture

Teams assemble a decorate a dog house to auction with proceeds going donate to pets in need.

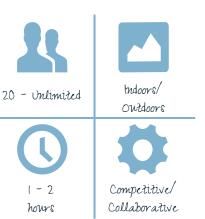
How 12 Works

Working with a set tool kit and building materials, each team must utilise time and resources effectively to design and build a unique dog house. Teams then participate in a series of competitions to win decorative extras like paint & patios. Once complete the dog houses are put on show. A dog from a local animal rescue association sniffing out a winner! Additional prizes can be awarded for 'most creative dog house', 'most team spirit' and more.

Learning Outcomes

Teams must identify the skills of each individual and apply project management skills so that design, decoration, planning and construction are completed within a given time frame & with limited resources. The dog houses your team produce can become a giveaway incentive for dog adoption agencies or, can be auctioned with the proceeds going to the animal shelter.

- ✓ Supports strategic planning
- Effectively managing resources
- Promotes problem solving
- Encourages shared vision

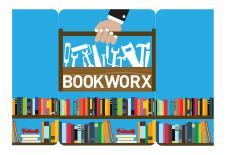












After a team brainstorming session, roles are assigned and teams begin to design, create and build a bookcase. Half the team are responsible for producing the elaborately themed mural that forms the backdrop of the bookshelf while the other half turn the shelves into a work of art by attending a decoupage workshop and then applying the techniques. Once complete each team does a short presentation explaining the meaning behind their artwork before donating them to a local organisation in need.

Boolavora

Teams assemble a decorate a dog house to auction with proceeds going donate to pets in need.

Learning Outcomes

BookWorx creates awareness of the importance of resources in education and how all of us can do simple yet powerful things to help alleviate the dire shortage of books, the building blocks of success, in underprivileged communities and their institutions. Groups can also collect books to ensure that the bookshelves are full at the time of donation and can continue to keep them updated over time, creating lasting results & connections.

 \checkmark













Teams solve active problem solving challenges to "earn" tools and bicycle parts for their team. When teams have enough resources, they begin creating an efficient assembly process to produce a variety of different bicycles in a limited time. Strict quality standards are imposed with formal quality control inspections conducted. As the final deadline approaches, teams wheel their creations to a "start" line and prepare to present their products and a short commercial to the other teams who represent their customers.



Everyone participates in correctly assemble brand new bicycles to donate to children in need.

Learning Outcomes

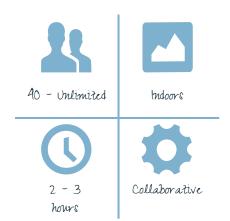
An extraordinary team event that creates learning and lasting shared memories. Teams learn to move from competing with other teams to collaborating – sharing equipment, tools, best practice, expertise and resources developing a collective goal of producing the maximum number of bicycles from available resources. Completed bicycles are donated to a chosen children's home bringing joy to the recipients and satisfaction to the creators.







- Supports strategic planning
- Effectively managing resources
- Promotes problem solving
- Encourages shared vision







Using a selection of donated canned & nonperishable food items, teams design a mini golf course. They are challenged with the task of making each hole fun, tricky and conceptuallydifferent. Each team is also responsible for designing and constructing their own putter. Once construction is complete the teams play in a mini-golf tournament! Following the event, the canned goods and nonperishable food items used in construction are donated to a local charity.

Hole in One

Design and build a mini golf course out of canned & nonperishable food then compete in a mini golf tournament!

Learning Outcomes

Hole in One is a high energy activity where everyone gets involved in all aspects from answering challenge guestions, creative design and building the course to having a go on the green. Creativity and ingenuity are sparked! Communication and project management skills are drawn on as they design their mini golf course. Participants have fun and feel great giving!



hours

Collaborative

Time management

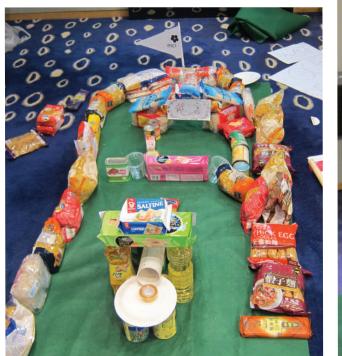
 \checkmark

Shared experience \checkmark











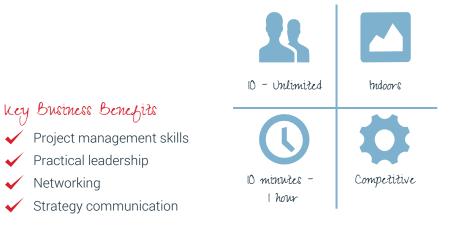
To kick-start the action, each team is presented with ingenious flat pack rocking horse kits which they pop-out and feverishly assemble with limited time. With the floor cleared and lanes established, the betting phase of the activity begins. Teams go head to head in a series of hilarious high stakes races. Each race is an adrenaline fuelled roller coaster of emotion, as teams place bets. The action concludes with the horses being auctioned and the proceeds being donated to charity.

Horses For Causes

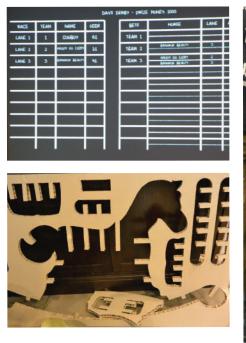
Build a horse and race it in a fun filled derby with bets and auction proceeds going to your charity of choice.

Learning Outcomes

Teams learn the importance of the accurate interpretation of instructions through to completion, under pressured conditions. Too fast and the horse will break, too slow and other teams will steal a march on them. The horse betting element relates to learning know how for investing strategically, understanding odds and working them to the advantage of the team to maximise the benefit for all.











Go Team - Go Give

Combining the treasure hunt fun of Go Team with the joy of giving through B1G1.

How 12 Works

B1G1, businesses for good, is a worldwide network which gives impacts to carefully selected projects around the globe. Using a tablet and the Go team app teams view checkpoints to select a B1G1 giving project. The Go Team follow arrow guides teams to their chosen way point. On arrival participants work together to complete Gps-triggered challenges including questions, cryptic clues, photographic criteria and timed tasks Success. leads to B1G1 impacts. They then move onto another destination & another challenge.

Learning Outcomes

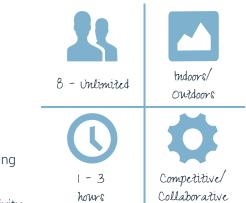
Prior to the event we assist you in selecting B1G1 projects for your team to give to and, based on your desired learning outcomes develop a trail and a series of challenges to suit your group. Applications for Go Teamare boundless - employee engagement, staff training, product launches, marketing & promotions, orientations, or gathering feedback. See more of your conference location, explore specific learning outcomes, have fun & energise your team while impacting lives around the planet.



have access to nutritious food to lower the incidence of infant and adult mortality rate, as well as to birth a healthy child to society.



- Energises and motivates
- Encourages strategic thinking
- Feel good giving together
- Memorable destination activity







Provided with a mixed bag of whacky wooden parts, teams are challenged to combine components and produce a range of high quality children's toys. Three-dimensional blueprints guide participants through the process and detail a whole range of toy designs. Once quality checked, the toys are then creatively decorated with brand colours. Teams then design innovative and educational games using the toys. A fun informal finale allows each team to take the stage and show off their game & creations.



Teams focus on efficiency and creativity as they build a process, build a team and help a child in need.

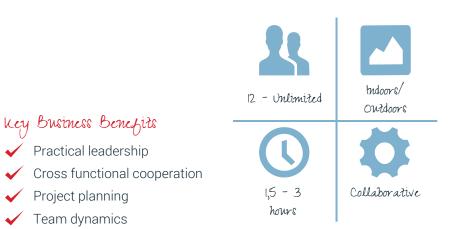
Learning Outcomes

Teams experience creating efficient production lines and quality control systems to achieve customer satisfaction in a fun, inspiring way. Team dynamics come into play as all individuals must be involved in a productive way for group success.

Corporate Responsibility

The toys and any game material are donated to a local children's charity, school or home of your choice.











Our Impact

Catalyst Global is a Lifetime Partner of the Global Giving Initiative, Buy1GIVE1 B1G1: Business for Good.

B1G1 is a not-for-profit enterprise with a vision to help businesses create a world that's full of giving. Unlike conventional giving models, B1G1 helps small and medium sized businesses achieve truly resonant and significant social impact by embedding giving activities in their everyday business operations.

B1G1 helps businesses create compelling better stories in their organisations by creating unique Giving Stories. It enables us to say, 'every time someone interacts or does business with us, we make sure something great happens in our world.'

Every time someone participates in Catalyst Global program, anywhere in the world, it makes a direct and measurable impact in a B1G1 project around the world.

More information B1G1 and how you can get involved : www.b1g1.com



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