

Fun and Victory

Team Building

enhance performance

building teams

task division

manage stress

improve team spirit

internal communication

problem solving

**external
collaboration**

onboarding

***Team Building
that makes sense!***

leadership



Our Team Building activities

Spiderweb

Entangled

The Maze

**Team in
Balance**

**Building
activity**

Tailored

Spiderweb

Ice breaker

Understanding
team roles

Team performance



- Accessible to all
- Fun and Dynamic
- Non-confrontational

The Spiderweb is an activity where skills such as task division, strategy, creative problem solving and trust is paramount.

The team members learn to strategize while leaning on each individual strengths and placing the right person at the right task. There will be 2 rounds, each followed by a debrief to help understand what happened and to discuss how to enhance task performance.

Objective:

The team will start on one side of the spiderweb and must finish on the other side by passing through the holes in the "web".

The following rules apply:

- No one touches the web and a passage can only be used once
- When touching the web, honesty counts ==> The person must go back and retry
- If the team is not organized or cheats and a "touch" is spotted by the facilitator ==> The whole team must start over
- The group is allowed a "joker": this person does not have to go through the web, but is given an specific task to help

Round 1: Three minutes of preparation before the execution of 15 minutes (*success after '10 in general*)

Round 2: Five minutes of preparation before the execution in less than 10 minutes (*World High Score: '3"20 with team of 8*)



45 minutes



8 - 24
participants



We adapt our activities depending on objectives, venue and group-size



Entangled

Strategy and
communication

Concentration and
focus

Teamwork for
joint achievement



- Accessible to all
- Fun and Dynamic
- Non-confrontational

Entangled. Is your team stress proof?

This activity needs 100% concentration in visual, kinaesthetic and acoustic senses, at the same time.

Each team members holds the corner of one of the entangled triangles. Each triangle, as an individual, has a ring around its elastic string. Depending group size, there will be between 3 and 4 triangles entangled.

There will be 2 rounds, each followed by a debrief to help understand what happened and to discuss how to enhance their task performance.

Objective:

In the given time, the team must complete as many rounds as possible.

The following rules apply:

- One round is completed when each triangle has passed their ring by each corner and back to the start
- The elastic strings of the triangles are not allowed to touch each other
- The participants can only touch the corner of their triangle
- When the strings touch, honesty counts ==> the team only has to redo the triangle the work on at that moment
- If the team is not organized or cheats ==> the team must start the round with the first triangle

Round 1: Five minutes of strategizing, 15 minutes of execution

Round 2: Ten minutes of strategizing, 15 minutes of execution



60 minutes



8 - 24
participants



*We adapt our
activities depending
on objectives, venue
and group-size*



The maze

Cross-team
communication

Resources and
inventory

Shared purpose



- Accessible to all
- Fun and Dynamic
- Non-confrontational

The maze is developed to shift focus from individual teams of sectors to working as a whole towards a shared goal.

The team is divided in smaller sections of around 3 participants, each with a different **ENTRY** around an imaginary field.

At each **ENTRY**, the teams will find materials that can be used to reach their "section goal" and the "team goal".

Each section has a different category for the activity.

Objective:

Each section must collect cones belonging to their category without touching the floor.

The team must all go through the field and rendez-vous at the **EXIT**

The following rules apply:

- 4 – 5 banks around the field; 1 **EXIT** and 3 – 4 **ENTRIES**
- Participants can move through the field using the materials at their disposal to create 'islands'
- The usage of the materials is limited (therefore the number of islands)
- Touching the floor is not allowed
- Each section must collect the cones of their category in the right order and by hand, before getting to the exit
- Participants can only touch cones belonging to their category
- Sections can work together by using each other's islands



60 minutes



8 - 24
participants



*We adapt our
activities depending
on objectives, venue
and group-size*



Team in balance

Self-control and Trust

Communication

Teamwork and strategy



- Accessible to all
- Fun and Dynamic
- Non-confrontational

Team in balance helps enhance self-control and trust in others.

Multiple boards, resting on round beams, are situated next to each other in a line.

In pairs, the participants will stand on a board that needs to be kept in balance.

The first 5 minutes, the pairs will individually reflect, test and swap places ones their board is balanced.

Following, the whole team will strategize and make a plan to reach the main objective.

Objective:

The pairs must swap places with their "mirrored" team members without having the board touch the floor.

(pair 1 changes places with pair 6, pair 2 changes with pair 5, and so on)

The following rules apply:

- The boards are not allowed to touch the floor
- The participants are not allowed to touch the floor
- When any of the above has occurred, the team must restart from their initial place
- For specific team-objectives, other rules can be put in place



60 minutes



8 - 24
participants



We adapt our activities depending on objectives, venue and group-size



Building activity

Creativity

Task division and decision making

Teamwork



- Accessible to all
- Fun and Dynamic
- Non-confrontational

Depending on venue, objectives and interest, Fun and Victory proposes different types of **building activities**.

- **Mini High-ropes course**

In small work-groups and based on research, individual experiences or ideas, the participants can use the materials at their disposal to build a model for a High-ropes course.

- **Mini Sailboat**

In small groups, the participants compete in building the most effective and original sailboat. The Sailboats will be tested on a river, stream or (small) lake. *(if available near the venue)*

- **Mini Bridge-, or Tower**

Using the materials at their disposal, smaller work-groups can build individual- or interconnecting mini bridges or skyscrapers.

- **Art-work**

In small groups, the participants can build an art-work representing company values, products or departments

Each construction- or art piece will go through three stages:

1. Reflection, planning, task division, design
2. Building time
3. Presentation to the whole team



90 minutes



8 - 80 participants



We adapt our activities depending on objectives, venue and group-size



Tailored

Multi-activities

Specific objectives

Special venue - timeline



- Accessible to all
- Fun and Dynamic
- Non-confrontational

With **over 15 years of experience**, we have more than **25 activities** ranging between 10 minutes and 5 hours.

No team, situation, venue and objective is the same.

We can help you organize a seminar - or team building that is best-suited to your needs.

You would like an activity of 2 hours or a full day of multi-activities, we can help you.

Your team is not interested in the same type of activities, we can help you.

Your venue might be difficult, or you don't have a venue, we can help you.

You have a multilingual team, we can help you.

Spring, summer, autumn or winter, we can help you.

Our main goal is to give you and your team a fun and meaningful experience.

Contact us for more information by phone or email, we are happy to help!

contact@funandvictory.com

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minutes or
hours



8 - 30
participants



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LIVE YOUR DREAM!



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Happy Loyal Productive  **TEAMS**

