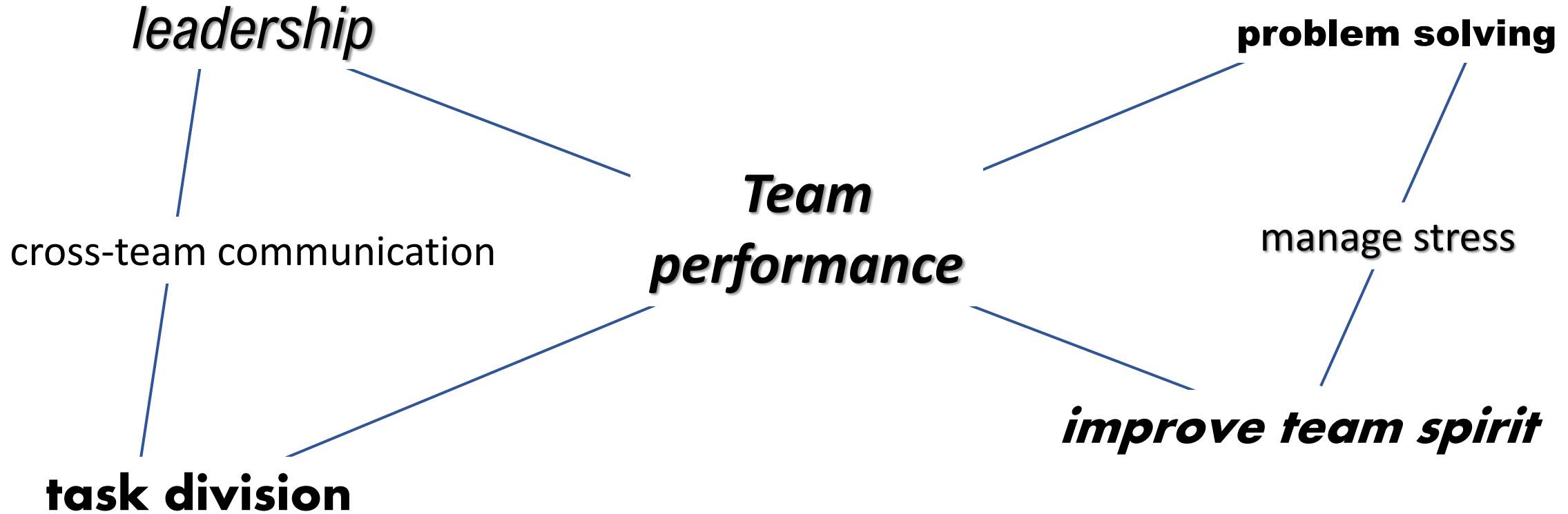


Fun and Victory

Happy Loyal Productive **TEAMS**



SMART Team Building



Outdoor Team Building activities

**Island
challenge**

Spiderweb

The Maze

Entangled

Matrix

**Team in
balance**

Team Challenge

**(Maxi)
Team Challenge**

**Multi
activity**

Island Challenge

Solution focussed

Cross-team communication

Shared goal setting



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

The Island Challenge is an activity where skills such as cross-team communication, creative problem solving, trust and sharing knowledge and findings between teams are needed.

The team is divided over different islands surrounding a main – ‘Inhabited’ island in the centre. On their island, each group will find different building materials.

Objective:

Use the materials to build bridges and finish safely all together on the main island. Since the material they have per group is not sufficient to reach the main island on their own, they must collaborate between the different islands.

The following rules apply:

- Communication between islands is solely through dedicated leaders, or mediators. No screaming
- There will be moments of complete silence put in place
- Outside the islands, each person must stay a minimum of 50 cm from the floor (knee-high).
Imagine a swamp with crocodiles
- Safety is of high concern so each construction must be verified before climbed upon
- Jumping is prohibited!
- No materials is allowed to be thrown or rolled between the islands
- Materials can only be swapped or shared when islands are connected (by a bridge)
- Failure of following the rules will end up in losing materials



1.5 to 2 hours



8 - 60 participants



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

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: Minutes with team of 9*)



45 minutes



8 - 60
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 - 40
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



45 – 60 minutes



8 - 60
participants



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

Matrix

Strategy

Project management

Resource sharing



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

Matrix is developed to help you understand the strengths and weaknesses of different types of organizational structures and how to communicate and share information and resources between different sections and teams.

You are working in an organizational network in which you have cords connecting you to other people. These cords represent either lines of communication or supply lines. You will have a random assortment of either 3 or 4 “links” which are resources or information. You may have direct connections with 1-4 other people.

The overall aim of the exercise is to enable every individual in the network to complete their personal target, thus ensuring that the whole organization target is achieved. **Failure of one person to complete equals failure of the whole organization.**

To complete your target you must collect the colored links indicated in your target card and hang them, in the correct sequence, from the hole in the card. **When the final link is added to your target card, your task is complete and you will be removed from the system immediately. The connections from your belt will then be undone, closing down those communication lines.** It is therefore important that you consider when to exit the system, to avoid creating knock-on problems for other people.

Movement of links around the system must be done according to some strict rules.

- You may only collect the bottom, free link from the chain on your belt. This is referred to as a “working link”.
- Links can only be transferred between people by sending them along the cord – they may not be passed hand to hand.
- You may never have more than 4 links in your possession at any time.
- Once a link has been attached to your card it must remain there. You cannot take off a link that has been attached to a card. Think of this as a resource that has been used.
- If you have a target card with three links on it, you may still have one link on your belt when you complete your card. If so, you may not take any further links and must pass on that remaining link as soon as possible, as your final move before stepping out of the network.



90 minutes



12 - 50
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)

To be successful in this activity, the team must work on all aspects that make a strong team:

Resilience – Commitment – Coordination – Communication – Trust – Teamwork – Leadership to name a few...

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



45 – 60 minutes



8 - 50 participants



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

Team challenge

Teamwork- and effectiveness

Challenge- and goal driven

Stress management



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

The Team Challenge is an activity with different challenges. The group will be divided into teams of 6-8 people, each divided in two and spread over the 2 ends of the field (starting point A and B). Each challenge will start on one side of the field, going to the opposite start of the field where their colleagues will take over to do the return.

Objective:

There will be several teams challenging each other for the best efficiency, communication and teamwork.

Optional: the sub-teams waiting on the relays can create a work of art with a specific theme.

The following rules apply:

The rules are explained before each challenge. Failure to follow the rules results in loss of points

When participants are ready, they start their first challenge. Some obstacles are done with 6 people, others with 2x 3 people.

The Challenges:

- **Team skiing** (together on giant skis, participants will cross the field)
- **Blindfold crossing** (with 2 hoops to create islands, participants will cross the field)
- **Mobile bridges** (using 2 beams and 2 crates, participants build walkways to cross)
- **The stretcher** (create a stretcher and carry 1 person throughout a course)
- **Tied team** (the team is attached with their angles going through a course)
- **Catapult Challenge** (the team creates a human-sized catapult and test its effectiveness)



2 hours



8 - 60 participants



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

Maxi team challenge

Teamwork- and effectiveness

Challenge- and goal driven

Stress management



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

The **Maxi Team Challenge** is more difficult and competitive than "Team Challenge". Divided into teams of 12 people, each separated in two and spread over the 2 ends of the field (starting point A and B)..

Objective:

The sub-teams will find in between them, different challenges to overcome in order to advance and find their colleagues in the centre. Here, both teams will find an empty space that needs to be crossed by creating a bridge from both edges. Team A and B cross the bridge into each other's field and move towards the other extremity, overcoming the last challenges.

The following rules apply:

All the rules are explained at the start of the activity. Failure to follow the rules results in loss of points
We finish all together with the catapult challenge.

The Challenges:

- **Team skiing** (together on giant skis, participants will cross the field)
- **Mobile bridges** (using 2 beams and 2 crates, participants build walkways to cross)
- **The stretcher** (create a stretcher and carry 1 person throughout a course)
- **Bridge connector** (All together, build a bridge connecting both teams)
- **Tied team** (the team is attached with their angles going through a course)
- **Blindfold crossing** (with 2 hoops to create islands, participants will cross the field)
- **Big Bag Race** (all together, you advance in a big bag)



2.5 to 3 hours



8 - 80 participants



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

Multi activity

Teamwork- and
communication

Solution
focussed

Creative thinking
and adaptability



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

Multi activity will give you a very diverse experience of different types of activities.

Depending on your time, the venue and your objectives, we will co-create an event that suits you best!

We can integrate a competitive system or even an outdoor “escape game” where each activity will help you overcome the next.

Some examples of the activities:

- **Equilateral Triangle:** Blindfolded, the team must hold on to a rope and create an equilateral triangle.
- **Mission impossible:** Using different materials, the team must collect compasses locked away on an island.
- **Spiderweb:** A web, created with strings is attached between trees. Starting on one side, the team must finish on the other side using only 1 ‘hole’ per person and without touching the web.
- **Nazca Lines:** The team is divided with the collected compasses and a handheld radio. They must mutually guide each other using the compasses to draw a giant word or shape using string and pegs.
- **The Maze :** Using beams and crates the team must collect different beams dispersed throughout the terrain. Careful, the crates can only be placed a limited number of times!
- **Slackline course:** The whole team must traverse a slackline course without falling or stepping of. Touching the ground means starting over!
- **Build a catapult:** Build a catapult with the gear collected before and shoot the projectiles as far as possible
- **Human knot:** The team starts entangling their hands and must find a solution to untie they knot created
- **Paragliding Egg:** Build a paraglide with the given materials and fly an egg as far as possible without breaking it.
- **Balance beam:** The team stand on a beam and must change their sequence without touching the floor
- **Obstacle course:** Multi obstacles to overcome as individuals and as a team



2.5 to 3 hours



**8 - 80
participants**



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



Why Fun and Victory ?

With 15 years of experience, our base of intelligent team management development activities is **diverse, unique** and **flexible**.

Our activities are aimed at groups of 6 to 80 people, all designed and tailored to the client's needs.

We can deliver our activities outdoors, indoors or online.

We are not only outdoor sports professionals : we are first and foremost professional facilitators, certified coaches in team coaching, NLP, collective intelligence, Belbin® team roles and much more.



Our strengths

- Meaningful teambuilding activities
- Constructive debriefs and feedback
- Activities adapted to the client's needs
- Mobile, outdoor or indoor activities
- Team of certified multilingual facilitators/coaches
- Developer of the experiential outdoor mindset



Our partnerships

- *Geographical*: venues for different budgets in France and abroad
- *Gustative*: several innovative caterers
- *Activities*:
 - Performant Group**: High Performance Teams – 300 % ROI
 - Happy at work**: CHO training and happiness at work seminars
 - Walker Institute**: Mediation and Conflict management

Fun and Victory

« For happy, loyal and productive teams »

Team Development • Team Building

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