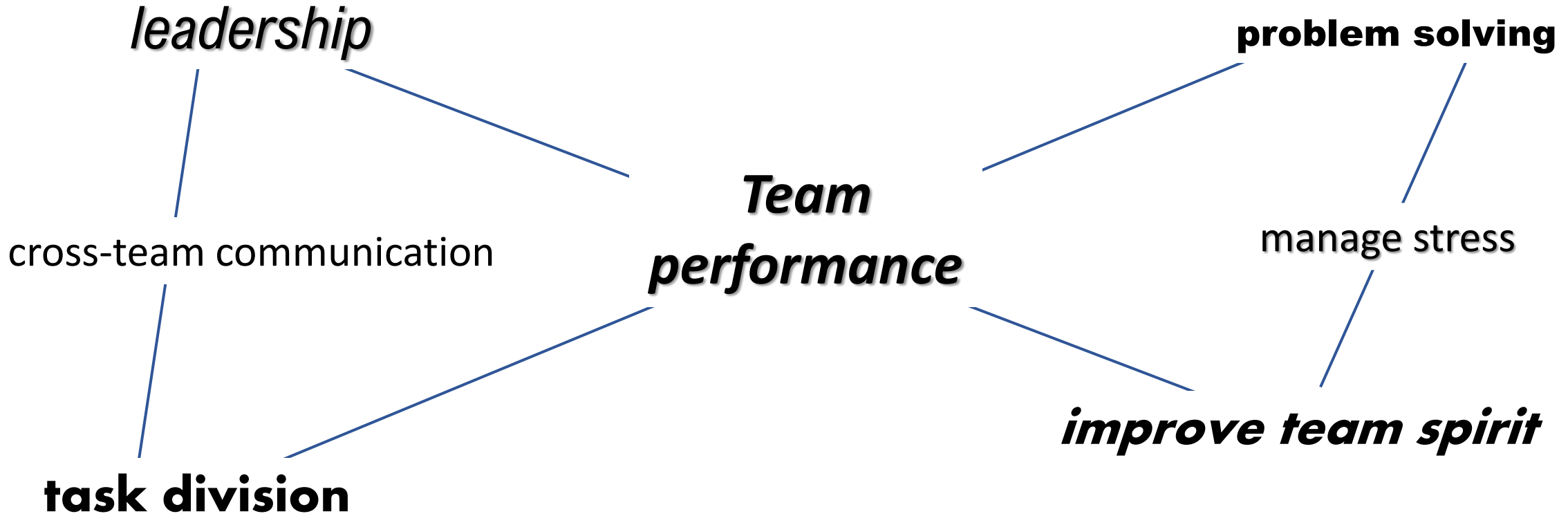


Fun and Victory

Happy Loyal Productive **TEAMS**



SMART Team Building



Indoor Team Building activities

Spiderweb

Entangled

**Team in
balance**

Matrix

The Maze

**Creative
activity**

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 minutes with team of 9*)



45 minutes



8 – 60 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

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 once 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

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



60 minutes



8 - 30
participants



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

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



The Maze

(indoor version)

Cross-team communication

Resources and inventory

Shared purpose



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

Creative 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 **creative activities**. These activities are a perfect way to share an easy moment where team members can express their thoughts, feelings and ideas in a creative manner.

- **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



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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