

COLLECTIVE SOLUTIONS

WHAT CAN IT BE USED FOR?

- Merging departments or companies
- Departmental Away Days
- Conference Ice Breaker
- Project Team development

THIS EVENT COMBINES:

- Design and implementation
- Creativity
- Planning
- Handover and communication
- Group decision making
- True one team thinking over different challenges

ALSO CONSIDER:

- Masterpiece
- Newscast
- Rollercoaster
- Go For Gold

Working on a series of different challenges throughout the session, teams take responsibility for carrying on the work of the previous group and handing over to the next group once they have developed their own part of that particular challenge.

This is all about cooperation and communication rather than competition; quality rather than quantity. As such, in this activity teams contribute to the overall success of all the challenges and not just one.

This activity requires careful co-ordination between teams and groups as they only remain on the individual projects for a part of the total time and must give clear and careful instructions to the next team. Handover times are critical and it is not necessarily the quantity of work during their session that counts as much as the quality of information they give to following teams that will allow a polished and finished result. At the end the grand finale will show the result of the collective work as each of the projects are “revealed”.

This challenge provides up to 6 exciting projects to work on with opportunities to interact and work as one unit PLUS a Grand Finale as the teams efforts are revealed.

Challenges include:

- Promo
- Paper Projects
- Going For Profit
- Green Machines
- Comic Strip Capers
- The Cryptic Conundrum

