



Build a Better Team



Improve your team's performance with fun, interactive, teamwork training modules!

Get to *really* Know Your Teammates

Learn It: Structured models to build your brand and understand teammates.

Do It: Highly interactive activities that accelerate getting to know each other.

Map It: Custom "ID Cards" capture the learning, and act as a reminder at work.

Team Problem Solving

Learn It: Two proven techniques for improved team problem solving.

Do It: Interactive activities to practice each technique, and both together.

Map It: Apply techniques to challenges at work, and map out how and when.

Communication and Collaboration

Learn It: Communication techniques and barriers to collaboration.

Do It: Interactive activities to practice techniques, debrief, and improve.

Map It: How will we perpetuate great communication to endure at work.

Innovation - Thinking Out-of-the-Box

Learn It: Identify "invisible barriers" holding back innovative solutions.

Do It: Experience your own invisible barriers and practice breaking through!

Map It: How we will integrate innovative thinking at work for new solutions.

Influencing Others - Getting Buy-In

Learn It: Five techniques + research on influencing others and getting buy-in.

Do It: Practice techniques to get Buy-in, Influence Others, and get feedback!

Map It: Beneficial areas for buy-in, how to keep the "influencing mind set" alive.

Building Trust

Learn It: Benefits of a Trust Bank, & how to create a successful working model.

Do It: Interactive process of getting buy-in to create a working Trust Bank.

Map It: How we will install the Trust Bank into our working culture.

2-Hour Outline: Power Session

Get to *really* Know Your Teammates

Build Your Brand	5
Name Game at Tables	5
Whole Room Name Game	5
Personality Styles	20
Map It: How Will We Use Techniques @ Work	15
Clarify Values	20
Develop Shared Values	30
Map It: Make ID Cards	15

4-Hour Outline: Power Session

Get to *really* Know Your Teammates

Build Your Brand	5
Name Game at Tables	10
Whole Room Name Game	10
Personality Styles	45
Map It: How Will We Use Techniques @ Work	15
Civilization Activity	25
Clarify Values	25
Map It: Make ID Cards	15
Develop Shared Values	30
Map It: How Can Shared Values Guide & Motivate	20
Competition: ID the ID Cards	20
Final Contest - Guess the ID Card Traits	20

2-Hour Outline: Team Problem Solving

Test Your Team Problem Solving	10
Two Techniques: Fail Forward & Verbalize	5
Fail Forward Activity	15
Verbalize Activity	15
Map It: How to Apply 2 Techniques @ Work	15
Choose "Which Technique to Use" Activities	15
Debrief: How Did We Do? How to Improve?	10
Final Challenges: Combine Techniques to Solve	20
Map It: How to Apply "Combining" at Work	15

4-Hour Outline: Team Problem Solving

Test Your Team Problem Solving	10
Two Techniques: Fail Forward & Verbalize	5
Fail Forward Activity	15
Verbalize Activity	15
Map It: How to Apply Techniques @ Work	15
Choose "Which Technique to Use" Activities	15
Debrief: How Did We Do? How to Improve?	10
Combine Techniques to Solve	20
Map It: How to Apply "Combining" @ Work	15
Team Problem Solving Challenge 1 Marble Madness	20
Debrief	10
Team Problem Solving Challenge 2: Group Juggle	20
Debrief	10
Team Problem Solving Challenge 3: Our Town	20
Map It: How Can We Apply Techniques for ROI @ Work	15

2-Hour Outline:

Communication and Collaboration

Topics and Techniques Intro	5
Taboo Talk Game (pairs)	10
Thematrix	15
Thematrix	10
Thematrix	10
Thematrix	10
Map It: Create Habits for Good Communication	15
Newspaper Activity	10
The Computer	30
Map It: Best Practices for Great Communication	15

4-Hour Outline:

Communication and Collaboration

Topics and Techniques Intro	5
Taboo Talk (pairs)	10
Thematrix	10
Thematrix	10
Thematrix	10
Map It: Create Habits for Good Communication	15
Newspaper Activity	10
The Computer	30
Map It: Best Practices for Great Communication	15
Apply Best Practices: "Levitating Hoop"	45
Debrief:	5
Whole Group Activity: "Picture Perfect"	50
Map It: How to Maximize ROI from Techniques	25

2-Hour Outline: Innovation and Thinking “Out of the Box”

How Creative Are We?	5
We Can’t “Un-See it” - Why?	5
Topics and Techniques Intro	5
Explore “Invisible Barriers”	15
Debrief: How Did We Find Our Invisible Barriers?	10
“Out of the Box” Team Thinking Puzzle	15
Illusions: What They Tell Us About Our Limits	5
How to See Your Own and Team “Filters”	5
Experience Confirmation Bias	20
Competition: Use Techniques to Win!	10
Competition: Final Challenge!	10
Map It: Innovation Applied to Work!	15

4-Hour Outline: Innovation and Thinking “Out of the Box”

How Creative Are We?	5
We Can’t “Un-See it” - Why?	5
Topics and Techniques Intro	5
Explore “Invisible Barriers”	15
Debrief: How Did We Find Our Invisible Barriers?	15
“Out of the Box” Team Thinking Puzzle	15
Illusions: What They Tell Us About Our Limits	5
How to See Your Own and Team “Filters”	5
Experience Confirmation Bias	20
3-Part Competition: Use Techniques to Win!	20
Map It: What Limits Our Thinking at Work?	20
Illusions Level 2	20
Perfect Picture Advanced Level	60
Map It: Innovation Applied to Work!	25
Final Competition	5

2-Hour Outline: Influencing Others and Getting “Buy-In”

What You Know: Three Principles for Influencing	10
What Research Says About How to Influence	10
Buy-In Activity	10
Appeal to Values	15
Appeal to Personality Styles	15
NLP-Like Influence	10
Eliciting Personal Interests	5
World Draft: Test Our Skills	20
Map It: How Can We Apply Techniques to Work?	15

4-Hour Outline: Influencing Others and Getting “Buy-In”

What You Know: Three Principles for Influencing	10
What Research Says About How to Influence	10
Buy-In Series: What is "Buy-In" How to Get It	35
Appeal to Values	25
Appeal to Personality Styles	25
NLP-Like Influence	15
Eliciting Personal Interests	5
Map It: How Can We Use Techniques @ Work	20
Use Techniques to Influence Activity	30
World Draft: Test Our skills	35
Map It: How Can We Apply Techniques to Work?	30

2-Hour Outline: Building Trust

Introduction: Trust	5
Technique to Build the Trust Bank: "Buy-In"	5
Buy-In Series	20
Individual T-Chart: Trust Building, Trust Breaking	5
Shared 3 Column Chart	15
Present Findings, Collate Together	10
Create Trust Bank: In Teams	10
Move "Armored Truck" Items	15
Display and Make Connections	15
Map-It: Make Final Trust Bank	20

4-Hour Outline: Building Trust

Introduction: Trust	5
Technique to Build the Trust Bank: "Buy-In"	5
Buy-In Series	20
Individual T-Chart: Trust Building, Trust Breaking	5
Shared 3 Column Chart	15
Present Findings, Collate Together	20
Create Trust Bank: In Teams	10
Move "Armored Truck" Items	15
Display and Make Connections	20
Map-It: Make Custom Trust Bank	20
Top 5 Characterizes of High Performing Teams	30
Discuss How Each Characteristic Relates to Trust	30
Awards and Recognition: “Dos and Don'ts”	15
Map-It: Re-evaluate Trust Bank Make Final Version	30