



TEAM CRAFT®



# INTERACTIVE TEAMS!

A TEAM CRAFT TEAM BUILDING PROGRAM

*if viewing with an internet connection underlined words are active links*

The InterActive Teams program involves participants in a series of fun and engaging problem solving activities that promote team skills and mind sets for working collaboratively across boundaries and locations in an organization.



Participants interact in a team with up to twelve people, which is paired with another team, which then set out to conquer a challenge for which they share the same goal. (See the [Activities Descriptions](#) page on the Team Craft website for descriptions of several of the activities that can be included in the InterActive Team schedule.)

A 6 hour schedule, for example, allows time for four or five main challenge activities, and an action planning session at the end to identify shared strategies for working together in the future. The program can be conducted indoors or outside.



InterActive Teams gets everyone involved in activities that require teams collaborate effectively with other teams to be successful. Participants gain insight from the experience, share perspectives within their team, and then, together, with other groups at the program.

InterActive Teams can occur among top management areas, among cross-functional work groups, with product development or sales teams, across production process teams . . . drawing together people with related roles but different perspectives around a common need.

### Themes have included:

- Relationship and trust building among top management of a newly merged company.
- Building a common orientation among teams on a national sales force to improve communication and problem solving, and better support personal initiative and risk taking.



- Improving communication and problem solving between the engineers and technical production staff in a manufacturing plant.
- Improving the "Total Quality" hand-off among work groups on a high-tech production line.

**Skill Training** InterActive Teams programs combine clear concepts with fun skill practice that's directly transferable to work situations. Popular program topics include:

- Identifying & Acting on Shared Values
- Team and cross-team Problem Solving
- Leadership and Followership for Teams
- Valuing People Differences



- Effective Communication Skills
- Creativity and Innovation

**Custom Program Guides** Programs longer than four hours include customized booklets.

The Team Craft professional staff has extensive background in experiential training and group process. Or we can train your people to do a modified program for your participants.

### InterActive Teams! Program Outline

- **Length:** 2 to 8 hours
- **Location:** large indoor meeting area or flat park like outdoor area.
- At the Start: Introductions:** Company Goals, Key Concepts, and Personal and Team Learning Targets (20 to 40 minutes)

**The Main Event: Activity Modules and Discussions:** Dozens to select from. 2 to 6 per program in 50 minute segments: 35 minutes for the problem solving activity, 10-15 minutes for targeted discussion.

### At the End: Action Planning

- Identify key learnings,
- Identify links to work, and
- Develop a shared action plan.



### InterActive Teams! Program Characteristics

- **Group Size:** total participants can be in the 100's, operating in smaller activity teams of from 7 to 26
- **Budgeting:** A typical program's cost ranges from \$12 to \$35 per person per program hour. Price varies with number of participants, customization needed, length, and location.

**For more information about this and other Team Craft programs and services visit**

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