



TEAM CRAFT

*Fun, Insightful, and Professional
Team Building since 1989*

TEAM CRAFT

Teamcraft.com / 888-400-7077

The ROPE\$ Challenge Course Program Format Description

Team Craft's **ROPE\$ Challenge Course – Team Initiatives**

program provides an exciting and fun way

to develop effective teamwork, build relationships, and sharpen problem solving skills.

Team Initiative Activities

The most popular ropes activities are Team Initiatives. These fifty minute challenge activities are a fun mix of physical and mental challenges based on whimsical scenarios about far away adventures. A program typically consists of a series of these activities that can be chosen by the client before the program. Each activity gives the team an opportunity



to practice effective problem solving in a fun atmosphere. At the outset, the team gains agreement on the goal, how they'll know when they're successful, and then decide what they need to do to achieve it within a tight time limit. The team brainstorms solutions, identifies their action plan, and then works out the solution. Invariably, spontaneous and often wildly humorous situations occur that transfix everyone's attention, and makes for a memorable bonding event.



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Low ROPE\$ activities take place on cables and ropes few feet off the ground. Trust and one-to-one support between teammates is the focus of these elements. Participants share risk taking and coach each other to accomplish the tasks.

High ROPE\$ events take team members to new heights. Participants work through a series of

climbing and balancing activities up to thirty-five feet in the air. Each person selects their personal level of challenge and then experiences the thrill of reaching beyond perceived limits while achieving their personal goal, with total team involvement and support.



Team Craft instructors observe team process, comment as appropriate, and lead discussions following each activity. The discussions are engaging conversations that stimulate new insight on team effectiveness. Teams identify parallels between how they approached the ropes challenge and how they approach problems at work. When the team is successful, members identify qualities to apply at work. When they are less than effective, they identify new techniques for success. Action planning at the end of the program ties these observations together into a set of new team practices.

Design the program that best fits your team. You select the level and also choose the activities.



Common Learning Themes:

Team Initiative Activities

- Group problem solving skills
- Valuing Personal Style Differences
- Effective Communication
- Leadership / support roles
- Dealing with Change

Low & High ROPE\$ Activities

- Trust, control, & empowerment
- Personal risk taking
- Managing feelings and emotions
- Celebrating Success

Program Length: from 3 to 8 hours. Multi-day programs also available.

Group Size: Activity teams include 8 to 12 members. Several activity teams can be involved in the same program.

Program Locations:

Team Initiative Activities are very mobile and can be done in any open area – indoors or outside to fit your preferences. Low and High ropes require Challenge Course structures. Check for availability in your area.

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