

YOUTH TEAM BUILDING SAMPLE HALF-DAY SCHEDULE

Every schedule is custom built based on what your team hopes to get out of the experience. The following sample schedule provides details of a half-day (4-hours) team building experience for a youth group that is participating in an experience designed to focus on:

- **Integrate New Group Members:** Help individuals who are new to the group get introduced to the rest of the group in a non-threatening way that does not put them on the spot.
- Improve Group Collaboration: Challenge the group to work in a collaborative way that allows everyone to share their ideas and opinions and practice giving and receiving constructive feedback on their ideas.

OPTIONAL ADD-ONS

Add a Zip-Line Tour or High Ropes Course adventure to your team building experience!





12:45 PM

GROUP ARRIVES

Check-in and bathroom break. Purpose: Prep for the afternoon.

1:00 PM

WELCOME & START OF PROGRAM

Introduction to facilitators, review schedule for afternoon, and review expectations (take care of self & each other, fully participate). **Purpose:** Prep for the afternoon.

1:15 PM

PARTNER INTERVIEWS

Partners share responses to facilitator prompted questions. **Purpose:** Gets group members interacting and sharing about themselves.

1:30 PM

GROUP JUGGLE

Objects are passed between group members in a set order. **Purpose:** Easy starter challenge that introduces the style of challenges the group will experience. Builds energy.

2:00 PM

PIPELINE

Group must problem solve to successfully send a ball down a series of pipes without allowing the ball to fall, stop, roll backward. **Purpose:** Challenges the group to problem solve, overcome frustration, work on resiliency as a team

2:30 PM

LINES OF COMMUNICATION

Small subgroups must work together to accomplish a task while using alternative modes of communication. **Purpose:** Helps group members discover each others strengths and weaknesses with communication, work on developing effective communication and it is a very fun challenge.

3:00 PM

BULL RING GOLF

Group members work together to move a ball to an oversized "golf tee" using only a metal ring with strings attached. **Purpose:** Stresses collaboration, planning, making use of all of the resources available to the group.

3:30 PM

WHALE WATCH

Group members work together to keep a deck that is balanced on a fulcrum (think of a teeter totter built with a platform vs. a single board). **Purpose:** Adds a bit of physical challenge to the experience so shifts the focus of the group and adds a new layer of complexity to the problem-solving process.

4:00 PM

TEAM WALL

Group is challenged to lift group members up and over a 12' wall. Individual choice is stressed for this activity so that only those who truly want to go up and over the wall do so but everyone remains engaged since the activity requires all group members to help support the "climbers." **Purpose:** This is a great capstone activity for groups as it requires the group to bring all of their work on communication, collaboration and mutual support together in order to be successful.

4:45 PM

FINAL DEBRIEF DISCUSSION

Questions, guided discussions and feedback are utilized throughout the day but as the program comes to a close we'll have a final discussion. **Purpose:** We've found that this helps the group transition the experience back to the workplace as individuals I.D. specific aspects that can be implemented by the team.

5:00 PM

END OF THE PROGRAM

ADD-ON EXPERIENCES

Many of our team building groups will add a zipline or high ropes adventure to their team building experience. You must be between 70 and 250 pounds to participate.



9-LINE CANOPY TOUR

- 9 Ziplines through our 100-acre forest—including our 1,200' dual racing line!
- "Ground School" session to learn how to zipline
- Two and a half hours to complete tour

Participants must be between 70 and 250 pounds to participate in the zip-line



4-LINE CANOPY TOUR

- 4 Thrilling Ziplines through our 100-acre forest.
- Fun and engaging experience zipping...
- "Ground School" session to learn how to zipline

Participants must be between 70 and 250 pounds to participate in the zip-line



DUAL "RACING" ZIP-LINE

- Stand-alone zip line experience
- Dual cables allowing two-person teams to race to landing platform
- Approximately 45 minutes in length for a group of twelve
- A great way to finish your team building experience on a high note



HIGH ROPES COURSE

- 16 unique elements (cargo net, rope bridges, balance logs, swings, etc.)
- Dual belay cables allowing for two-person teams to access an element at the same time
- Builds trust, enhances support and allows for unique problem solving
- Choose your obstacles and level of challenge

LOOKING FOR SOMETHING A BIT DIFFERENT?

Check out our website for all of our team building options or give us a call at 262 248-9271.