



FUN

LEARN

TEAM TRAINING
LET'S PLAY AND LEARN

WELKOM!

Welcome in the tempting world of Teamtraining! A world where we will do and learn together. Where many of us still focus on do and play, we'd like to step ahead with you.

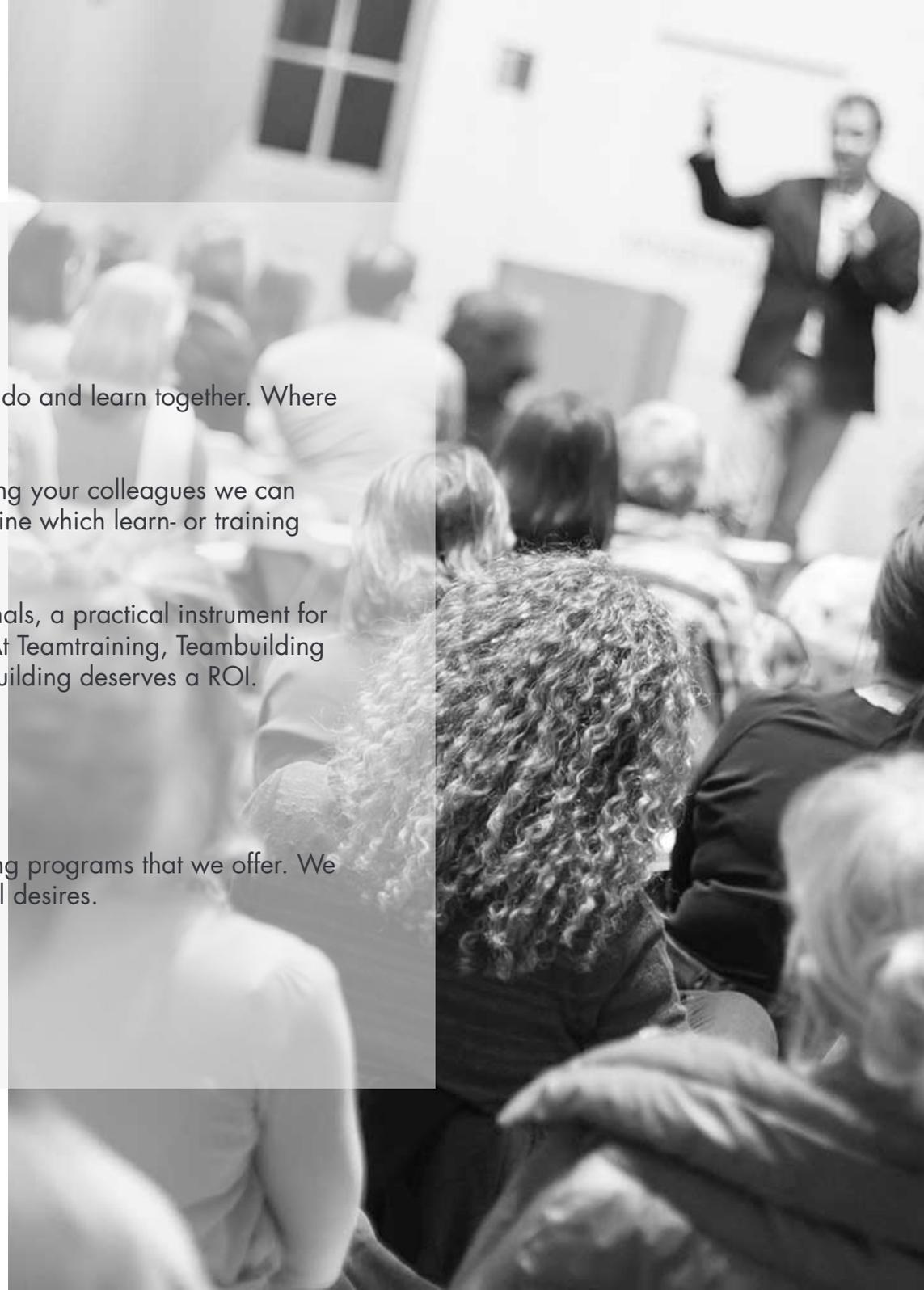
Teamtraining is a Teambuilding-surplus. By analysing the dynamics among your colleagues we can jointly assess how progress can be made. Teamtraining helps you to define which learn- or training programs really can help you on.

With Teamtraining we truly build your team. It is a tool for HR professionals, a practical instrument for trainers and coaches, an aid for you as leader of a team or company. At Teamtraining, Teambuilding and Training are clearly an extension of one another. Our motto: teambuilding deserves a ROI.

In short: Teamtraining = training + fun!

"Fun for the participants, informative for the company!"

On the next pages you can find some more information about the training programs that we offer. We are always open to refine these concepts to your specific needs or social desires.



HOW DOES IT WORK?

Teamtraining starts up from a few of our teambuilding concepts, based on a topic that suits your team and organisation.

During the teambuilding activity, via iPads we observe the behaviour, communication and relationships between the participants. Customised observation lists form the basis for a certified coach to draw up a targeted and practical learning plan for you.

Agile Leadership, Team Cohesion, Ready for Change, Team Communication and Well Being are some of the topics that we can develop for you. Do notice we analyse the behaviour and status of your team, no individuals. Teamtraining is a four-stage process: an intake meeting, an observation, a fun teambuilding activity with observations, a debriefing with coaching and an extensive report.

After a half day Teamtraining program, you've got a practical based tool that indicates which working points you've got for your team and the clue how you can implement them – step by step and with possible aid of our trainers and coaches. We take a photograph of your team and give you a custom build analysis.

Teamtraining is a unique joint venture between teambuilding specialist Event Masters and specialised training- and coaching organisations. Teamtraining is suitable for small groups, but can certainly also be adapted for large teams of over 100 people!

Teamtraining can take place at the location of your choice. We will find a suitable venue in your area or arrange a set up at your company.



PROGRAMMA & TIMING



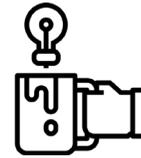
INTAKE

Introduction:
30 min



OBSERVATION

Teambuilding with
observation: 120 - 150
min



BREAK

Coffee Break and
analysis: 20 min



COACHING

Groups analysis and
debriefing: 30 min



REPORT

Analytic report
within 48hr

INCLUDED IN THE PROGRAM:

- ✓ Preliminary intake interview
- ✓ Animated team building concept
- ✓ Trained group- and behavioural observers
- ✓ Digital analytical software
- ✓ In depth team analysis by a certified coach
- ✓ Thorough debriefing
- ✓ Report with a possible action plan
- ✓ Teamtraining certificate



LEADERSHIP
BUILDING BLOCKS

Leadership

Building Blocks

DURATION: +160min

We divide your staff into four teams who together have to build a giant Lego totem (or multiple totems for larger groups). Each team has to successfully complete four building challenges with Lego blocks within a certain time limit. Fun guaranteed!

We also challenge you: the teams rotate positions and continue building on the basis of the other team's work. It's the job of the captain to give his or her team the right guidance. Who comes forward? Is the dominant approach more instructive or more coaching based? Do the participants follow their team leader?

For an extra degree of difficulty, the teams will also be presented with Augmented Reality (iPad) and Virtual Reality (3D-glasses) challenges.

This fun activity generates a strong team spirit and allows all the participants to work together towards a common goal. Good communication and providing the right instructions are essential for getting all the parts to fit together just right.



Learning outcomes: “Building Blocks”

- ✓ Communication and discussion
- ✓ Leadership and decision-making
- ✓ Creative thinking
- ✓ Problem solving and crisis communication
- ✓ Planning and time management
- ✓ Multi skills





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TEAMCOMMUNICATION
BUILDING BRIDGES

DURATION: +200min

A challenging construction game for larger groups! Together we will build a gigantic bridge over which a remote-controlled car will have to drive.

Each of the minimum 8 teams will design and build a part of the bridge with the help of a technical plan and an understructure of metal strips and magnets. The further elaboration has to meet the specifications and expectations of the customer - the neighbouring team. In other words, each team is responsible for executing the assignment of the previous team (customer) and acts as the principal for the design of the next team (executor).

Coordinating the customer/supplier relationship is the common thread in Building Bridges! Planning, briefing and execution are intertwined and each team's work involves these different steps in the process.

After all, the briefing and communication are done only by e-mail or callcenter, allowing only words and no pictures: so that's a serious extra challenge. The focus is therefore on giving and receiving clear, concise instructions.

Do you opt for direct conversations or indirect instructions? Will you check whether the briefing is being followed? Less-is-more, or an abundance of words and pictures? Strictly controlling or with plenty of room for freedom and interpretation?

But don't forget: Building Bridges is also about creative solutions, decoration and having fun as a team.

Learning outcomes: “Building bridges”

- ✓ Communication and feedback
- ✓ Planning and time management
- ✓ Creative thinking
- ✓ Process improvement
- ✓ Customer-supplier relationship
- ✓ Multi skills





CHANGE MANAGEMENT

CHAIN REACTION

Change Management

Chain Reaction

DURATION: +150min

Together we will create a gigantic chain reaction of objects that push, roll and lift each other. Imagine a domino effect that starts small, but builds to an impressive finish.

With the help of a game board and a set of cards, in teams, the participants must make plans and coordinate them with the ideas of the other teams. Later, each team selects its materials and we get started on building the big chain.

The major turning point is between the planning phase and the implementation phase. When materials don't correspond to the plans that have been made, the teams have to revise their plans and put their ingenuity to the test. And then, if we also mix the teams up...

How do the teams react to the many changes? Do the tasks and plans continue to correspond? Do the remaining members keep on working in the same direction, or do they adapt? The ultimate team test.

Imagine the euphoria when the reaction is launched and the machine reaches its end point – the common goal. Chain Reaction can be played with a smaller group, but of course, it's all the more impressive with a large one.

Learning Outcomes: “Chain Reaction”

- ✓ Creativity
- ✓ Planning and problem solving
- ✓ Inter-team communication
- ✓ Flexibility and adaptivity
- ✓ Achieving a common goal
- ✓ Sharing knowledge and resources





WELL BEING
PAINTING SPORT

Wellbeing

Painting Sport

DURATION: +140min

From thinking to taking action. With Painting Sport, we will bring out your wildest and most creative ideas and convert them into a story on canvas.

In groups of four or five people, you will make a painting based on a theme assigned in advance (project, product, conference subject). An individual idea leads to a personal synthesis, to a collective visual story in which everyone contributes and has a say. Execution is also a matter of division of tasks and recognition of talents.

Who hesitates and who opens up immediately? Can you easily introduce your idea into the overall group concept, and do you even dare make your own pitch later on? Thinkers or doers, emotional or sober, trust or superficial pleasure? Painting Sport reveals a lot about the personalities in the group and the trust to take an open attitude.

Later, the teams present their work to each other in a fun way and of course, you can take the artworks back with you to decorate the office, entryway or conference room. It's a lasting, personal memory of an educational group experience.

Learning outcomes: “Painting Sport”

- ✓ Creative thinking and action
- ✓ Appreciation of your neighbour’s talent
- ✓ Consensus and getting to what is essential
- ✓ Affinity for the company, product and colleagues
- ✓ Reinforcing the group spirit





TEAMCOHESION

BEAT THE BOX



TEAMCOHESION

Beat The Box

DURATION: +140min

A mobile escape-game that requires you to function optimally as a team. Beat The Box is a highly popular team building activity worldwide in which doing and thinking are combined.

With your team of 3 to 7 people, you will be given a large metal case on your table that you will have to try to open with the help of riddles and keys. And then you discover that there are other cases inside. Sharing information and knowledge are what it takes to crack the ultimate code to stop the timer, which has been set at 90 minutes.

The outcome of this activity is directly dependent on the cooperation of your team. Can you think as a group, or does everyone try to solve the riddles for themselves individually? Is there a structured approach, or is the focus primarily on speed in order to stay ahead of the relentlessly ticking clock? This game tests and reveals the efficiency of the teamwork.

Beat The Box is suitable for large and small groups in sets of five cases.



Learning outcomes: “Beat the Box”

- ✓ Leadership and creativity
- ✓ Conflict and communication
- ✓ Planning and purposefulness
- ✓ Trust
- ✓ Discussion and decision-making
- ✓ Cooperation and teamwork



LEARNING

DEBRIEFING

After your team took a 20min coffee break and the coach analysed all the observations, your team gets a customised debriefing. The coach will point out in a fluid, instructive way some specific learning and improvement points, based on a thematical social theory.

TAILORMADE REPORT

Within 48 hours you will receive a report from our coaches with observations and points of improvement and on top of that, a method with practical tips for achieving these. After that, it's up to you..

AFTERSERVICE

In addition, we offer the opportunity to take advantage of a specific follow-up process in which our coach approaches and deals with these points of improvement step by step. From that moment, you can plan and incorporate your own training program between you and the trainer and our role is played.

We do advice however – after a certain training program – to plan a new Teamtraining to check out the effience of the training and the improvement of your team and progress of your colleagues!



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TEAMBUILDING
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