

Team building through games

Improve the way your teams work



BETTER INSIGHT
THE SMART MOVE
businesses and individuals



ICE FLOE

Target audience: existing or currently developing team

Number of participants: 6 to 15

Aim: game that allows a team to realise how it actually functions and what changes need to be brought in order for it to be better performing



SHOE SCULPTURE

Target audience: existing team

Number of participants: 6 to 15

Aim: tool used when a team is facing difficulties or blocking points in pursuing a project or an objective; it allows to understand and analyse the behaviour and positioning of team members and to address relationship issues within the team



VILLAGE

Target audience: existing team

Number of participants: 10 to 12

Aim: dynamic tool that allows an objective outlook of existing power relationships within a team



REMOVING STAMPS

Target audience: existing team

Number of participants: 6 to 15

Aim: this game allows team members to break free from things unsaid or existing grievances in order to improve cooperation within a team

Each game takes place over a half day

Get in touch in order to discuss the game that best suits your organisation

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Coaching: leading you from GOOD to GREAT