

Outdoors

Time for some teambuilding Teambuilding offers many suitable options for team games. Here are some of our most popular chosen group activities. For each of the activities, more than one team can take part at once:

Leaking poles

Can your group work together to fill the tube without losing too much water. The first team to retrieve the object is the winner but there is a twist in store, not only the poles leak

Spider's Web Game

The team must pass through a large spider's web without touching the threads, which could wake the sleeping man eating arachnid.

Four clients

A customer service focused activity. Teams must successfully work together to service each client with different requirements before time runs out.

Toxic waste retrieval

A dangerous chemical spill leaves toxic waste exposed in the Community, risking inhabitants exposed within the radius of the contaminated zone. Using a system of hazard reduction equipment and containment measures, the team must work together to extract the containers safely from the zone.

Customer focus

The focus activity requires the group to completely focus on client and customer satisfaction to achieve success.

Team Vision (Tarpology)

With the Company's vision or mission in mind, teams must identify the key statements and together direct efforts to achieve success. Make the object ball drop through each marked statement in order, and avoid penalties for inappropriate action.

Tribal rules

Negotiation skills are required to facilitate peace between warring local groups. The tense atmosphere and the slightest misunderstanding, could lead to war. Can the team help the negotiations and come up with a passive solution when each tribe have its own unreasonable requirements?

Team Comms

The team must create a flag or standard with messages about their values, goals or work generally using materials they are allocated and the surrounding area. This activity is fun and creative and some remarkable insights can be made.

Shuttle Project

An indoor team building game. The team has to create a spaceship re-entry vehicle for stricken astronauts. They must plan and construct their survival capsule using limited resources.

Blindfold Maze

You have 10 minutes to get as many people through the maze, from the safe area to the finish zone, without touching an object. A touch is a return to the safe zone. Participants in the maze are blindfolded. Only those blindfolded are allowed in the maze.

Upwind

Can your team be successful or are they all talk and full of hot air.

Comic chaos

An exciting team activity that encourages teamwork and collaboration. It sorts out individuals into teams and tells a story along the way.

Customer connections

You are seeking to deliver ultimate customer satisfaction! Each team has a role to play in processing this customer's order and company's profitability.

Team master piece

Imagine a unique team building experience where your team can learn, bond, and grow while creating something enduring. Discover the creative potential of your team with and come away with some enduring masterpieces!

High rollers

The Team priority is to make money and depending on the choices they make, clean up or lose. Teams learn that there

is some teams they can trust and others they can't rely on This has implications in the final round where teams learn the importance of building sustainable results.

Beats working

Amazing what beats to the drum we can create.

Poker face

From roulette to poker, bingo to blackjack, wheel of fortune and two up, our Casino session sets team against teams, with the most successful strategy cleaning up.

Rivals

A games program that is highly competitive and has a special twist. In a carnival atmosphere teams decide what activities they want to spend their money on in order to make more.

Apprentice

Is your team Customer focused or Product Driven?

Good 2 Great

What gives a winning team the edge and perform at a consistently high level? Which team can rise to the occasion? Create a room of champions and go from Good to Great. Excite your entire conference group by this fun, pulsating activity. Is your team, In the zone?

{mosimage}Mole

Who gets Busted? Teams race against the clock to build an exact copy of model. This simple task is complicated by a huge revelation that there is a Mole in the room who task is to sabotage their construction efforts. The Saboteur is a highly trained expert who will do just about anything to put your team out of competition.

Survivor

This activity powerfully demonstrates how teams outperform individuals and what conditions are needed to make this occur. Does your team have the skills and ability to survive in a remote location. A high energy activity of teamwork, prioritisation and group strategy.

Tribal rules

Negotiation skills are required to facilitate peace between warring local groups. The tense atmosphere and the slightest misunderstanding, could lead to war. Can the team help the negotiations and come up with a passive solution when each tribe have its own unreasonable requirements?

Team Comms

The team must create a flag or standard with messages about their values, goals or work generally using materials they are allocated and the surrounding area. This activity is fun and creative and some remarkable insights can be made.

Shuttle Project

An indoor team building game. The team has to create a spaceship re-entry vehicle for stricken astronauts. They must plan and construct their survival capsule using limited resources.

Blindfold Maze

You have 10 minutes to get as many people through the maze, from the safe area to the finish zone, without touching an object. A touch is a return to the safe zone. Participants in the maze are blindfolded. Only those blindfolded are allowed in the maze.

Stepping Stones

Your mission is to get your entire team safely from the safe site to the opposite site, where your next instructions wait. Your only resources are yourselves and these steppingstones. Key learning aspects explored include the team all aware of the solution, communicated and explored by all members, a plan and by in, complacency and changing environment.

The Ramp

The challenge for this activity is to simply transfer as many marbles as possible within the allowed time from the starting line to the container behind the finishing line by rolling them through the tubes provided. We even have a giant Ramp as a group finale – 100 pax have to build a system to secure customers!

Billy Lift

The group needs to secure resources (liquid) by safely transporting the resources from their current position to the Billy located outside the circle. Scope allows us to change the rules to include three buckets – time allocation and loss of speech and sight!

Zig Zag

Using a series of Islands, teams have to get the whole group from one side to the other using different lengths of aluminium planks, however not is all what it seems, the distances between the islands varies…and the application of strategy can only aid the team to success.

Sum of all Fears

Without giving too much away – this large spread out activity requires teams to choose a location marker, once chosen the team have to pass as many items as possible in the time provided, the distance and skill add to the complexity as too does the introduction of three team member have to be blindfolded.

Group Ski

Teams have to negotiate a course on two large skis – moving around the course as one without touching the ground. This requires great teaming, vocal support and contained laughter. This can be done with two teams – opposite and crossing over…

Pandemonium

Using only a blunt pencil, the race starts with teams having to collect as many marked Ping Pong balls as possible in the allocated time frame, penalties apply in the race, adding to the chaos is increased team competition.

Wheel Change

The team has to simply move, in sequence a set of tyres or items that are numbered, they have to be placed in the same order and have an allocation of set moves to complete the task…this hair brain team initiative tests every team.

Sports Games

From crazy golf with a twist, Volleyball and blindfolds, baseball to scrabble – a series of sporty activities that can be team active and great for all to get to know each other. Even having team against team on a problem activity.

Minefield

It’s a minefield out there! Cool, Calm and collective teams can easily conquer the minefield. Working together the team will need to have more than wit’s to successfully complete the challenge. The aim is to get every group member from one side of the Minefield to the other side without touching the barriers!

Swamp Walk

You are group of explorers that have come across a swamp infested with bacteria that live off single bodied creatures (they adore people!) In order to succeed your crossing, movement must be as one, thus confusing the bacteria. In order to reduce this risk you are joined, in a line at the ankle, linking the group.

Launch Pad

In a set time frame – teams have to construct a catapult system from material provided to launch an egg, the furthest the distance the egg travels, in tact, wins…

Chinese Puzzle/ Traffic jam

A classic team game that gets the whole team puzzled, deep thinking is required prior to implementation.

Picture Hunt

Teams are given 10 – 12 obscure pictures taken at a venue or location, using time and only the resources of the group, the team has to identify the object in the picture.

Scavenger Hunt

A series of local trivia and mind riddles, cryptic, puzzles all in one challenge at a location, 20 questions that need to be answered by the team.

Key Punch

In sequence, a team has to be the quickest to punch a set up numbers. The solutions are through balance, collaboration and knowing where your number is.

Object Retrieval

Simply competitive with a twist of team co-ordination! A team needs to transport a series of items from A to B without loosing any en-route, however each area the item passes through needs to be marked and represented by a staff member, who are restrained in some way!

Beach Walker

Teams have only a set time = 20 seconds a go, to identify and search an area for 20 cent coins, team players are paired up – one can speak and one can see, using the combined skills and a metal detector, they have to allocate as many coins as possible.

The Entrapment Cube

The team must pass through a large cube which is delicately balanced, without touching. How will the team cope with the planning as each path must only be used once and the cube is balancing on one corner.

Countdown 3,2,1

Search retrieval activity where the teams not only have to locate the objects but solve the problem, once they have all of the pieces. A great activity involving collaboration, teamwork and problem solving against the clock.

Bridge Build Game

The team is faced with a collapsed bridge. Some equipment has been washed to the shore and the team must use this to rebuild the bridge and get the whole team safely across.

Minefield

An advance support team has cleared one safe path through a grid of 100 squares. They left a map but troublesome local savages have unfortunately stolen this. The team must work their way across the grid, but the mines are volatile so they cannot speak.

Good Shepherd Game

One member of the team is elected, either by the team or randomly, to act as shepherd. The objective is to move the team from one pen to another using a whistle. Each member of the team is blindfolded and attached to the others by a piece of string.

Team Ski Game

Four members of the team stand astride one large set of skis and attempt to complete an obstacle course by moving in unison.

Virus Game

This teambuilding game is similar to Chemical Rescue. The team must extract computers from a mainframe without spilling a virus, which could corrupt the entire system.

Flood Game!

Worrying news reaches the team of an approaching flood, which will wash away, anything less than four feet from the ground. Using various items the team must build a platform capable of supporting them four feet above the ground.

Signal Flash Game

Tired after a day of challenges the team decides to head home. Their best chance is to attract the attention of a passing airplane and they must build a device capable of transmitting a message by Morse Code using equipment which includes a battery and a tin of sweet corn!