

Kinetic Connections

'Silo-busting' - building interdependent groups out of independent teams

Finding order in chaos is a problem familiar to all organisations. This fantastic and unique team development experience provides you with a 'silo-busting' approach to cross-team working and project management.

How it Works

Teams crack seemingly impenetrable critical thinking challenges to enable the construction of a giant interconnected kinetic model. In so doing, they explore the issues which ensure success in a sometimes chaotic and changing business environment. With little information and no initial direction, only the combined efforts of every participant will deliver the project; this is not competitive and needs co-operation and collaboration!

Key Benefits

- 6 Develops cross-team communication & collaboration
- 6 Raises self-generated awareness of the impact of behaviours on team performance
- 6 An effective bridge to link team working skills with workplace / real world scenarios
- 6 Brings teams together to achieve a shared goal
- 6 Encourages teams to take a creative approach project management and problem solving



What's Included?

- ✓ Facilitator-led to ground key learning points
- ✓ Giant interconnected mechanical models to build
- ✓ 'Haynes' style diagrams
- ✓ Testing critical thinking clues and puzzles
- ✓ Explosive grand finale
- ✓ Post-event follow-up by Lead Facilitator

Sample Programme

- 09.00 Welcome. Creating the context, ground rules for working, energiser
- 09.30 Briefing & start of activity
- 1130 Activity ends.
- Thinking into Action
debrief - turning intentions into actions
- 12.00 Programme grand finale

Down to Detail

- Group: 15 - 50 +
- Time: 2-3 hrs
- Place: UK wide
- Venue: Indoor
- Who for? New and established teams. Large groups
- How Inclusive? High

6 I thought that Kinetic Connections was a great success, enjoyable but with a genuine serious message... really ingenious in the fact that the final objective isn't clear at the beginning and the fact that there were multiple objectives some of which were pretty much overlooked initially, just like real life.

Project Manager, SWIP