



Interactive Team Building is focused on providing fun filled team building experiences. We believe that delegates must not be taken out of their comfort zone and need to feel relaxed. We facilitate an environment where the delegates determine the energy and vibe that is conducive to fun filled entertainment. We will custom build an event around your needs. Below are a few examples of some of the activities that we offer.

Interactive Route Team Build

Why not utilise the time spent travelling to your conference destination to do your team building? At Interactive we will put together an amazing race styled event that will add an exciting angle to your trip. Why not start a few weeks before you depart? By not telling the delegates where they are going, we create the key element of surprise. We keep them in suspense and send out teasers that will keep them guessing as to where they are going. This way all delegates have a common unknown in their lives and they will communicate with each other about where they could be going and what they might be doing.

On the day of departure, the teams are given a brief on what is expected of them and what they can expect on their trip. Once this is over, the teams are given an envelope containing their first instruction. This will consist of driving directions to their first stop. The clues they are given will vary, some are direct directions, some are a picture of a recognisable place, some are cryptic, etc. At each stop, a challenge is put to the team. Either one of the team or the whole team will have to complete a task to get their next clue depending on what is required for the task. This goes on until they reach their destination. Whilst they are in the transport, they are kept busy with deciding on a team name, war cry and team song. Instructions to do this are given along with the driving instructions. Each team is given a colour and a corresponding coloured sheet of cloth that they need to divide amongst themselves in order to identify their team. We give them face paints to make them look good too. There are a number of other games and extras that we add in too, but this is more effective if left as a surprise. By the time the teams reach their destination, they are hyped up and ready to go. In fact, most times the delegates do not even realise that they have arrived at their destination, as they are having so much fun. This event is



all about having fun, letting their hair down and opening up to their peers. No tasks will take anyone out of their comfort zone. No one will be made to feel uncomfortable in any way.

Interactive Theatre

This is a fun activity that can be done indoors or outdoors. In a nut shell, delegates will create a play that they are going to script, rehearse and perform. Together, we name a few characters; give them some personal info and personality traits. We also decide on a setting:- town, time, weather conditions. We agree on a few key words that have to be used. Each team is given the same opening line and closing line. The team members who are not selected as actors need to be the props. This can be entertaining as the delegates get to act out some strange items. They can also be used as other characters that are not in the script, that they develop themselves. This does not mean that they only get to be one prop, but can take the role of many.

Once we have decided on all the common factors, they break into their groups and decide who is going to be whom and start working on their script. In the beginning it is all a bit overwhelming, but as the team discusses what is required of them, it all starts falling into place. Soon they are having a great time debating ideas and lines. All the while, I am moving amongst them and giving them some food for thought and advice. As it is a fun play, the plot is only limited by the extent of their imagination. The teams are regularly reminded of the time and of how far they should be with their play. There is also time to rehearse the play. Before they get to show the others their play, I remind them of what is required of them and what is expected of them. They are then given further time to tweak their play and to do a final rehearsal. There is certain scoring criterion that is used and there will be an invited judge from the venue who will assist me with the judging. It is quite amazing to see just how different the plays turn out, considering that everyone has the same skeleton script to begin with.

From this exercise, delegates learn how to work together on a project where no one has an advantage over the other. They learn to make decisions as a group. They also get express themselves creatively.

Interactive Ama-zing Race

Based on the well-known TV program, this is a fun event that takes place outside. Delegates are divided into teams. They are given an answer sheet and a task to complete. Once this first task is completed, they are given a question sheet with a number of questions listed in random order. They need to find the answers in and around the property. Once they have answered all the questions on the sheet, they need to do a second task where they are again rewarded with another question sheet. Tasks to be performed are challenging and fun. No one is ever taken out of



their comfort zone. Teams may split up to search for the answers, but there will be times when the entire team needs to be present to get the answer.

As much as the delegates are tempted to run around and get finished as quickly as they can, they need to realise that the activity is about answering the questions correctly and not about getting finished first. More often than not, the team that finishes first does not win the event.

Interactive Potjie Treasure Hunt

This event is great fun and delegates get to cook their own lunch too! On the day, the group will be divided into teams of approximately 10. Each team is then given a sheet of cloth, unique to their team. They then set about using the cloth to make either bandanas or armbands or neck scarves to identify their team. The teams are also allocated a "letter" to identify them. Each team is then given an envelope containing a recipe guideline, a list of ingredients available and a list of utensils available to them.

The next part of the event is the treasure hunt in which the teams collect all that's necessary for them to make their Potjie. They then decide from the lists they have, which items, by order of priority they need to get first. Once this decision is made, they are then given a task to complete to get the items selected. All teams will do the same tasks, but not necessarily for the same items. This way there are no hold ups and one team cannot follow another. When they do collect the various items, some of them will come with further instructions on other tasks that will play out through the course of the event. These extra tasks will include:

- Naming their team, using the letter allocated to them as the first letter in their team name. eg. A = the Adventurers. They also need to justify their name as this will count for points.
- Composing and rehearsing a war cry/dance that they will have to perform when the judges come to judge their potjie, again this will count for points.
- Decorating their table for the presentation of their potjie counts for points. They would need to be creative and resourceful for this one.
- They will need to have an abstract representation of their team name presented on the table.

There will be others, but to tell all would be to give it all away. By adding in these extra tasks and challenges, the focus is spread and there is then something for everyone to do and we can keep everyone busy for the whole period. There will be prizes allocated for best table, best team and of course, best potjie. This event is a half day event - better suited to an afternoon event so that the potjie can be enjoyed for dinner.



Interactive 1 Minute 2 Win it

Based on the popular TV program, this is a fun event where everyone can take part. The games are simple and require some forward thinking and some creative moves. Using simple everyday items, participants need to balance, throw, manipulate, tweak, shake, twist, fold, bite, contort, manoeuvre, gather, roll, drop, float, thread, stack, stretch, blow, juggle or unscramble their way to victory. Each member of each team can only participate in one challenge. Should we have more challenges than team members, only once all team members have participated, can another member have a second chance.

I give a hint as to what the coming challenge will be and the teams select competitors based on what they think the challenge may be. The rules are explained and the challenge begins. Points are allocated against how well the participants fare with the challenge or if they finish in good time.

Interactive Quiz

Teams work together to answer a host of general knowledge questions. The answers to which could be: True or false; multiple choice or the actual answer. There will also be questions where there are multiple answers. Time is an issue, speed is key in some questions. There are trick questions too. For some we will even allow the use of i-pads, tablets or cell phones, but this is not the norm. Each team is allocated a "scribe" who is their official and final answer provider. This in itself can lead to a few laughs. Again, the event is based on having fun. We take things easy and get the delegates to participate and create their own fun atmosphere.

Please note that the above-mentioned events are merely a sample of what we offer. Let us customize your team build according to your needs.

Should you have any other requests or requirements, please do not hesitate to contact.

We look forward to hearing from you and being of service to you and your company.

Kind regards

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