

ADVENTURE GUIDES AUSTRALIA

(Training Innovations)

(ABN 24 603 396 840)

Activity Director - **David Chitty** ~ PO BOX 230 Beechworth ~ Victoria 3747 ~ AUSTRALIA
Phone 0357281804 ~ Mobile: 0419280614 ~ Fax 0357282933 ~ Home Phone 0357281804 ~ Email agati@netc.net.au

Web Site www.adventureguidesaustralia.com.au

SPECIALISTS IN THE PROVISION OF QUALITY CORPORATE ADVENTURE ~

CORPORATE PROGRAM - ACTIVITY INFORMATION

OVERVIEW

Activities for Corporate programs can be designed to meet conference or training goals and outcomes and can complement lecture / workshops.

They can be designed and facilitated to provide examples of issues in the work place (for example communication skills).

Activities also provide excellent breaks for in depth strategic development or other “off site” planning meetings and can add “impact to your conference or workshop to provide better retention of the key issues.

They can also be fun!

TEAM GAMES

Team games are normally simple activities that require minimal equipment and can be run at conference venues or even at the work place.

They are normally “themed” in that they have a story line and have a key focus issue (such as Planning, Decision Making, Communication Skills, Time Management etc)

Team Games may be run as a “one off” game to emphasize a key point from lecture workshop activities or can be a series of activities in a half or full day program.

Team games can run for 20 minutes to 2 hours, with the shorter option normally preferred (using a series of separate activities for longer programs).

Team games are normally facilitated as follows:

- Briefing (normally to an appointed leader sometimes to the whole team)
 - Task
 - Objective
 - Time available
 - Stores
 - Limitations
 - Real safety issues (if they exist)
- Activity (supervised by the Directing Staff for safety and value but run by the team)
- Debrief
 - Team to look to issues that are of value in the workplace
 - Facilitator to sum up any points that he/she noticed

Examples are:

- Bridge building (Planning and Problem Solving)
 - Where the team is given equipment and the leader is briefed on the specifics of the task and given a time frame in which to complete the activity.

- Communication Game (Communication Skills and Issues)
 - The team is blind folded and has to construct something with only the leader able to see and direct the task (often it is to construct a tent)
- Strategy Game: Thinking Strategically (Note that this is a aggressive competitive game and may not suit all outcomes)
 - This is a game like chess but with big squares and people as pieces
- Nuclear Game (Decision Making)
 - In this game you have to use some simple equipment to complete a task. There re, however, various alternatives that may be workable in the execution of the plan. The team has to consider at least there and then decide on the best (Strengths and weaknesses etc?)
- Raft Building (Team work and Leadership)
 - Often used as the final game in a program it is fun and also of value. The task is to construct a raft in a given time and use it to transport the team members to safety across a water obstacle (normally a swimming pool)
- Obstacle courses
- High Ropes Elements

There are also other team games that can be designed and facilitated to meet your programs needs.

ABSEILING

This is a challenge activity more than a team game but it is good for providing the personal challenge aspects of a program. It is high impact on the participants and simulates the challenges that are often net with (and sometimes avoided rather than tackled) in the workplace and life.

It is also a memorable and highly achievable activity (it will have a higher participation rate than High Ropes for instance)

Multi Pitch Abseils (sometimes called expedition abseils) can be worthwhile team activities but normally take a full day or more (we have one at Mt Buffalo that can be conducted in a half day or even at night)

Abseiling can take form 2 hours to full or multi day programs

ROCK CLIMBING

This is more of a personal challenge although if participant belays are used there are outcomes such as trust and working with a partner or small group (two belayers and a climber) that may be of value.

Harder to conduct with the team at the same location, often conducted in small sub teams of three or four.

Rock climbing may not be as achievable physically as is abseiling (for instance) and is better suited for teams where the participants are able to meet this type of challenge. It does not, however have to be just for the super fit and can be run for a wide range of participants if they are willing to push themselves a little..

At Mt Buffalo there is a mountaineering / climbing activity up a pinnacle called the Cathedral that is suitable for a team of 10 or 12. (This is an expedition activity, there and back again)

CAVING

Caving is an excellent team activity.

It requires good leadership, teamwork, and communication skills, trust and risk management. Caving is an excellent adventure to complete a corporate program with.

There are good caves that we have or can obtain permits to operate for at Britannia Creek and Labertouche (near Melbourne), Mt Buffalo, Buchan Western District and Wee Jasper (NSW)

CROSS COUNTRY SKI TOURING / SNOW CAMPING

These are excellent challenge and team activities where a “journey” is an aspect of the activity. The program can be as physically easy or difficult as required simply by selecting different terrain.

Constructing tents and cooking in the snow is a good team activity as even the equipment is shared amongst the team.

Emergency shelters such as snow caves can be constructed and used if required.

Good accessible snow areas include Mt Buffalo, Falls Creek, and Mt Hotham etc.



RAFT BUILDING

For more information on program options

Contact

David Chitty on 0419280614