

TEAM LUDENS

Playing Team Building



The Great Game of Games

Play as a tool of relationship and network. Knowing each other in game, by playing together.

The goal is to put people in playful situations, in a play-full-immersion to point out difficulty, skills, talents, and relationships. In a game situation it's possible to know the other people in a different guise, in another role, better understanding our and others merits/difficulty/problems. This makes easy the level of communication and perception within a **work team** to understand how to work in synergy.

Games Type: Logic Games, Memory Games, Games of Balance and Skill, Word Games, Speed Games, Games in a Circle, Observation Games,

Games of the 5 Senses, Team Games, Games Creativity.

At the end of the experience, each team will issue an immediate rating about the way it played. Then it'll follow a **final feedback** to understand how teams reacted in relation to the various proposals games, the peculiarities of each, the difficulties, positive and negative impressions that the play brings together the different types, the "beautiful " findings in relation to others.

Make Team-Building with Juggling

This is a methodology useful to achieve a fun, engaging and educational convention, capable of developing team-building through the techniques of juggling.

The challenge that everyone has with himself is particularly developed in juggling. Challenge against himself, not against each other, as the juggling has never competitive, but rather it encourages collaboration and pooling of different capacities and different techniques learned.

The trainers will provide a general overview on the use of many instruments, juggling and balancing equipment, through individual and group exercises, in order to offer people a viable alternative to other conventional techniques, to **develop team-building** in the company, without forgetting the importance of this discipline to develop and maintain the psychomotor skills.

Juggling is an exercise that helps to simplify the complexity: learning to " juggle " is a way to handle the physical, mental and emotional complexity.



Games of the World

Participants will experience a wide range of games of the European tradition of various types (boardgame or not).

The trainers will be the goal to:

- create interest in the playful materials and games offered
- organize structured moments of fun and games too
- promote the free use of all the resources/games
- encourage the creation of small **groups of game** according to the interests of anyone.

All this to promote the greatest possible involvement of the participants.