# Challenge your Team



### **Experience**

100%

original

years of R & D

2500+

participants

99%

recyclable materials

# **Trusted By**

"Well done. Very interactive. The team enjoyed it and utilized experiences in different areas. WaterWorx showed the importance of communication and utilizing the expertise of the team."

**Participant** 

### **Outcomes**

### Innovation

Inspire your team to use their imagination, initiative and creative problem solving skills. Successful teams will derive greater value from their resources and develop processes by which new ideas are generated resulting in more efficiency.

### **Problem Solving**

Build your team's confidence to tackle complex challenges and become "solution-based vs. problem-based." Teams will learn to solve problems by synthesizing information rather than by analysis alone.

### Design Thinking

Define. Research. Ideate. Prototype. Choose. Implement. Learn. Help your team brainstorm more effectively and learn strategies to become non-linear thinkers to search for alternate solutions.

### Change Management

Teach your team how to anticipate change and involve all of the key players and stakeholders. Learn the value of a proactive approach to thinking in order to minimize resistance to change and develop key abilities to respond appropriately rather than react to changes.

15 to 175 participants (7 per team)



Logistics

3-4 hours depending on debrief



Any indoor location



Tables & chairs for each team









# WATERWORX

### **Program Requirements**



Top surface area of tables must be a minimum of 4 ft. by 6 ft.



Seven chairs per table.



Trash cans should be lined with plastic bags.



Provide a rolling cart.



Easy access to a "kitchen sink" type of water spigot which should be high enough so a 2-liter bottle can fit under it for filling.



Allow about 1.5 hours to set up. 2 hours to clean up.

# **Sample Room Layout**

Room layout can be scaled for higher number of teams





