



TeamMobile

"This program worked really well for us and was a very cost-effective way for us to work with your team. The students really enjoyed the program and they returned from the program energized and with a stronger bond than when they started."

— Lauren Braun,
VCU Orientation Leader

"My team went on to win the tournament last weekend and it was a true team effort. Thanks for the great work you did with them! I can't help but assume your program helped them finish the season as one cohesive unit. Thank you!"

— Heather Quinn,
Blackhawks Lacrosse

"Participants enjoyed meeting each other and interacting with students from other schools. They felt more comfortable with each other and felt as though they got to know each other. They learned the importance of communication and listening to everyone's ideas."

— Deb Romig,
Chesterfield County SAGE



21st century learning, delivered

What is TeamMobile?

TeamMobile brings Challenge Discovery's innovative team-building programs to groups of young people, from 3rd grade through college, on their home turf: schools, universities, camps, churches or sports facilities. TeamMobile is a fun, exciting and cost-effective program that delivers the same benefits as our Odyssey Ropes Course experience.

TeamMobile programs are more than simple games. They foster team growth and personal development by helping to build **self-esteem, critical and creative thinking, risk taking, conflict resolution, communication, leadership, trust and collaboration.**

How Does TeamMobile Work?

First, determine which of our six uniquely focused programs best meets your group's needs. Then, our professional, experienced facilitators come to your location to lead the program, bringing all equipment with them. The only thing you need to provide is at least 35-50 square feet of clear open space per person, indoors or outside (depending on weather). TeamMobile programs are designed for groups of 10 to 100, and take 1-2 hours. The cost is \$10 per person*, with a minimum charge of \$300.

*WATERWORX: STEM track is \$20 per person

TeamMobile Programs?

We offer six TeamMobile programs, all based on **experiential, hands-on learning**. Each program incorporates 21st-century learning skills: critical thinking, creative thinking, communication and collaboration. For groups seeking a STEM focus, the WaterWorx program offers an engineering challenge that can only be solved collaboratively.

1. The Problem Project (Critical Thinking Skills)

In a tough situation, should you speak or be silent? Stand up or stand down? The truth is, you probably have more than two options. You just have to learn how to look for them. This program focuses on critical thinking: identifying the problem, evaluating the resources at your disposal, weighing the alternatives and implementing an action plan.

Teaches participants how to:

- Think for themselves when confronted with a new situation
- Handle problems they face in life and school
- Take time to step back and look at the bigger picture
- Analyze the skills and abilities they have to utilize

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2. Break the Box (Creative Thinking)

"Success is stumbling from failure to failure with no loss of enthusiasm," as Winston Churchill said. This workshop helps participants learn that innovation is a process that involves both successes and failures. Hands-on activities foster an environment of trial and error as groups are challenged to solve problems in an organic and creative way.

Teaches participants how to:

- Be courageous instead of cautious
- Learn from trial and error
- Think creatively in a structured environment
- Be flexible when faced with change

3. Finding Your Voice (Communication)

Whether enthusiastic, diplomatic, impulsive or reserved, everyone has a distinct communication style. It's only when we begin to pay attention to these different styles that we learn how to speak more convincingly and listen more effectively. With hands-on activities, participants will be challenged to express their ideas and needs to each other in order to help the group succeed.

Teaches participants how to:

- Share their ideas and needs with others
- Listen to others' opinions and ideas
- Communicate when frustrations arise
- Be unafraid to take the lead in a situation

4. Common Ground (Collaboration)

Collaboration is sometimes defined as working together to overcome differences. We think of collaboration differently: it means figuring out how our different needs, ideas, backgrounds, experiences and perspectives can help us reach a goal. Groups will be challenged to make collaborative decisions, support each other, contribute ideas, work through conflict and come out a stronger group than when they began.

Teaches participants how to:

- Work through differences and conflict as a group
- Value what others have to offer
- Find common ground with teammates
- Combine ideas for a better result

5. All In (Four Programs Combined)

None of these 21st-century learning skills exists in a vacuum. Students need to master all of them in order to succeed, both academically and in life. The All In program incorporates all four skills in a two-hour session in this sequence:

1. Assess the problem (Critical Thinking)
2. Come up with a solution (Creative Thinking)
3. Discuss new ideas/strategies (Communication)
4. Combine the ideas and apply them (Collaboration)

Teaches participants how to:

- Apply 21st-century learning skills in different situations
- Not only propose solutions, but test and refine them
- Approach a complicated problem from multiple angles
- Accept and value their teammates' contributions

6. WATERWORX: STEM track

The 21st-century learning skills are critical to success in STEM (science, technology, engineering and mathematics) education. With that in mind, TeamMobile has developed WaterWorx, a program that teaches STEM skills. As participants compete in a fast-paced and fun engineering challenge, they also build lasting connections with other team members.

Teaches participants how to:

- Let go of old ways of doing things
- Embrace change and use it to their advantage
- Communicate in a high-pressure situation
- Be creative in a structured environment

WaterWorx is a 3- to 4-hour program for 20 to 100 participants, with 5-7 participants per team. In addition to an indoor space, the program requires one 4' x 6' table per team, one chair per person, access to a kitchen-type sink and one rolling cart.

The cost of this program is \$20 per person or a minimum of \$400.

**Want to learn more about how
TeamMobile can work for your group?
Contact Challenge Discovery at 804-876-9733.**



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