

Adventure is Our Classroom

Experience. Learn. Grow. Change.





CAN'T WAIT TO TRY THIS! I'M SCARED. WHAT IF I FAIL? I WONDER IF ANYONE ELSE IS NERVOUS ABOUT THIS... **I THINK I CAN DO IT.** DON'T FREEZE?

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It can be hard for young people to leave their comfort zones. When facing an unfamiliar experience, some show off, and some hang back. Some scoff, and some question. And all of them worry about what their peers think.

Challenge Discovery's unique programs are designed to coax diverse groups of participants out of their comfort zones and into the **Learning Zone**. In this mental state, curiosity awakens. Effort is required. Success and failure are equally possible — and the support of a team can make all the difference.

Whether in your school's gym or on the high ropes course, our trained facilitators safely guide participants into a space where they can take risks, feel vulnerable, and trust each other. That's the power of Challenge Discovery.

COMFORT SAFE. EASY. FAMILIAR. STRESS-FREE How do you feel? Normal, confident, competent.

LEARNING CHALLENGING. DIFFICULT. NEW. DIFFERENT. How do you feel? Engaged, uncertain, curious.

> **ANIC OVERWHELMING. STRESSFUL. DANGEROUS** *How do you feel?* Anxious, worried, frightened.

WHO

IS CHALLENGE DISCOVERY? We pioneered experiential learning and team building in Richmond, Virginia more than 35 years ago, and since then we've provided life-changing experiences for hundreds of local school, college and community groups.

Our programs have been imitated by some, but never successfully duplicated. Challenge Discovery is more than just a fun team building activity; it's a powerful experience that serves as a catalyst for positive change.

WHAT

IS EXPERIENTIAL LEARNING? Experiential learning means, very simply, *learning by doing*. At Challenge Discovery, we believe that experiential learning is the path to big life changes. The most effective way for your group to learn the value of collaboration, risk-taking and trust is for them to figure it out for themselves.

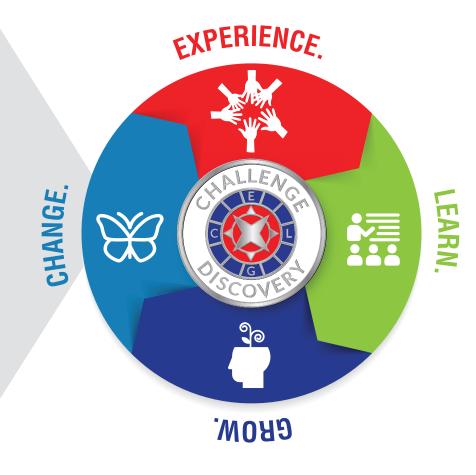
HOW

WHY

DOES THE PROGRAM WORK? We customize each group's experience based on the participants' ages, the group size, your available time commitment and your goals.

- **TeamOdyssey:** This series of problem-solving challenges takes place on and around our high ropes course at the University of Richmond.
- **Teaming the Teachers:** Designed specifically for educators, this collaborative program is the only one we offer for adults.
- **TeamMobile:** Facilitators come to your school, church or organization and lead fun activities that improve communication, build trust and bond your group together.

IS CHALLENGE DISCOVERY THE RIGHT CHOICE FOR MY GROUP? We're committed to delivering effective programs with highly trained facilitators and a thoughtful approach to planning the day for each group. We have a sterling safety record, and we pride ourselves on delivering incredible value for surprisingly affordable rates. Most of all, we genuinely love what we do. For us, nothing is more rewarding than seeing participants help each other, cheer each other, and push past the limits of what they thought was possible. BY LEARNING ABOUT YOURSELF AND TESTING YOUR OWN ABILITIES, YOU GROW, AND THAT GROWTH CAN LEAD TO LASTING CHANGE. THAT'S THE FOUNDATION OF CHALLENGE DISCOVERY'S **EXPERIENCE. LEARN. GROW. CHANGE**. METHODOLOGY.



OUR MISSION

Experience

You've heard people say, "There's no substitute for experience," and that's particularly true at Challenge Discovery. You can't merely watch others; participants must go through the experience themselves. Our experiences are exhilarating and fun, but also challenging to the degree that failure is possible.

Learn

Adventure is our classroom. Challenge Discovery is first and foremost an organization committed to learning. Instead of presenting lessons, the actions and behaviors of the participants serve as teachable moments. This becomes the foundation upon which learning takes place.

Grow

During each program, participants are encouraged to take what they've learned and try to apply that knowledge in new ways. This may lead to positive, negative or complicated outcomes, but the most important thing is that they're trying. Taking risks results in personal growth.

Change

Growth, and the confidence that comes with it, allows people to change old habits and behaviors permanently. Change is a choice. Change takes time and commitment. At the end of each program, participants get the opportunity to behave differently in the future because of something they learned about themselves that day.

1. We promote the building of deep, meaningful relationships based on vulnerability and trust.

2. We help individuals understand the value of working together and supporting each other.

3. We provide opportunities for people to do things they did not think were possible and to feel good about themselves.



EXCITEMENT THAT BUILDS. LEARNING THAT LASTS.

TeamOdyssey challenges groups of young people to trust each other, strategize together and achieve more than they ever thought possible. Our experienced and highly trained facilitators guide groups through a series of team-building activities, both on the ground and on the Odyssey High Ropes Course at the University of Richmond. Each program is guided by our Experience. Learn. Grow. Change. methodology, which helps individuals and teams achieve their fullest potential.

LOGISTICS

Program Size:	10 to 120 participants.
Program Length:	3 - 5 hours.
Location:	Odyssey High Ropes Course at the University of Richmond
Cost:	\$40 - \$45 per person with a minimum charge of \$400



BUILD A MORE COLLABORATIVE SCHOOL COMMUNITY

Teachers have a lot to teach each other. New teachers bring fresh energy and novel ideas. Seasoned teachers bring a wealth of experience and practical knowledge. Yet during the school year, teachers' busy routines leave little time for creative collaboration.

Teaming the Teachers is a fun and affordable team-building program that's delivered onsite at your school. Thoughtfully designed challenges give participants the opportunity to problem-solve together and lay a foundation for supporting each other throughout the school year.

LOGISTICS

Program Size:	15 to 150 participants.
Program Length:	1 - 2 hours.
Location:	Indoors or outdoors (depending on weather).
Space Requirements:	At least 35 - 50 sq. ft. of clear, open space per person
Cost:	\$15 per person with a minimum charge of \$400





21ST CENTURY LEARNING, DELIVERED

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.

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)

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

2. Break the Box (Creative Thinking)

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)

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)

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)

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

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

LOGISTICS

Program Size:	.10 to 150 participants.
Program Length:	.1 - 2 hours.
Location:	Indoors or outdoors (depending on weather).
Space Requirements:	At least 35 - 50 sq. ft. of clear, open space per person.
Cost:	.\$10 per person* with a minimum charge of \$300

*WATERWORX: STEM track is \$20 per person or a minimum of \$400



EARN

EXPERIENCE

GROW.

CHANGE.





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Contact us at **804.876.9733** Or visit **www.challengediscovery.com** for more information.

