



## Mission Impossible

This activity explores the Plan – Do – Check – Act Cycle of continuous improvement and team dynamics. Dr Evil has set the team with a challenge – see if they can problem solve and unlock the seemingly impossible challenge set. This activity requires persistence, lateral thinking, communication, and problem-solving skills. The easy option is to quit! Tailored to desired t & outcomes.

### Session Flow:

#### Step 1: Scene Set:

- Introduction to what makes a team high performing
- Exploration of team dynamics (mindset & behaviours)
- Results Based Accountability
- Setting rules and parameters for the session

#### Step 2: Run Team Activity

- For Agreed Period of Time

#### Step 3: Debrief

- The lived experience, what went well, “ah ha” moments
- Key take outs and links to what was discussed earlier
- Next Steps (Awareness without Action is Useless)

### **Activity Structure:**

- Structure participants into teams of five or six
- An initial briefing is provided and then a five-minute period to ask questions or points of clarification. After which the participants will be given the allocated time to complete all the team tasks and solve Dr Evils challenge
- Some key leaders can also be briefed to act as Facilitators and Observers to gain an understanding of how their team members perform

### **Key Team Elements Explored:**

- Planning
- Team Member Roles & Responsibilities (Formal & Informal)
- Effective Communication and Feedback Loops
- Team Familiarity and Personal Attributes
- Team Focus (Focus and allocate time to what matters)
- Collaboration
- Team disciplines and mindsets

### **Professional Fee:**

\$5,500 (inclusive of GST) for up to 24 participants

### **Inclusions:**

All activity materials and IP (Tailored to outcomes)  
Pre-Event briefing and setting of desired outcomes  
Up to Two Facilitators (depending on numbers)  
Post event debrief of observations and feedback  
Activity photo's for client