AGENDA

10.00 - 10.30 am    Welcome
10.30 - 11.30 am    Relay Games
11.45 - 12.00 am    Tea Break
12.00 - 01.00 pm    Marshmallow Challenge
01.00 - 02.00 pm    Lunch
02.00 - 04.00 pm    king Solomon’s Mine
04.00 - 04.15 pm    Tea Break
04.15 - 04.30 pm    Gifts and Presentation
RELAY GAMES

Team of games would be organized, to ensure fun and bonding. All games are simple-competitive nature. Games propels fun, enthusiasm, team work and energy.
MARSHMALLOW CHALLENGE

The Marshmallow Challenge is a remarkably fun and instructive design exercise that encourages teams to experience simple but profound lessons in collaboration, innovation and creativity.

The task is simple: in eighteen minutes, teams must build the tallest free-standing structure out of 20 sticks of spaghetti, one yard of tape, one yard of string, and one marshmallow. The marshmallow needs to be on top.


If you need to kickstart a meeting, get a team into a creative frame of mind, or simply want to encourage your organization to think about what it takes to dramatically increase innovation, invest 45 minutes to run a marshmallow challenge.
KING SOLOMON’S MINE

King Solomon’s Mine is a fun team building simulation that focuses on themes of leadership, planning and communications. It is THE world-class exercise on inter-team collaboration. We know of no other exercise that is as engaging and effective in the world marketplace (and this game is used worldwide!).

King Solomon’s Mine is a powerful and proven team building event that plays with organizations of all kinds. Feedback from sessions is extremely good due to the energy the play creates, a solid instructional design and its outstanding debriefing qualities. Players leave with tangible ideas for better communications, improved teamwork and ideas for leadership.
Thank You