Build a Boat
Program Description

Challenge your team to collaboratively design cardboard boats that actually float. Brainstorm, design and custom–build a vessel of your own making: pontoons, catamarans, skulls or kayaks. Pilots are chosen, then everyone enjoys a festive boat show. Finally, the race is on and only the successful stay dry.

Benefits

- Enables latent leadership and creative talents to emerge and flourish in a positive team setting.
- Challenges participants to be innovative and practical while executing under tight deadlines.
- Affords learning opportunities via a tactile and interactive experience.
- Creates a fun and spirited atmosphere.

Blend with Corporate Training

Whether your group is learning about resource sharing, problem–solving, collaboration vs. competition, or just looking for a fun way to celebrate success, Build a Boat is even more effective when combined with corporate training workshops like Decision–Making or Communication Skills.

Nuts & Bolts

- Indoor or outdoor
- 3–3.5 hours
- Team size of 5; group size of up to 500
- All fitness levels
- Portable: Pool, lake or ocean
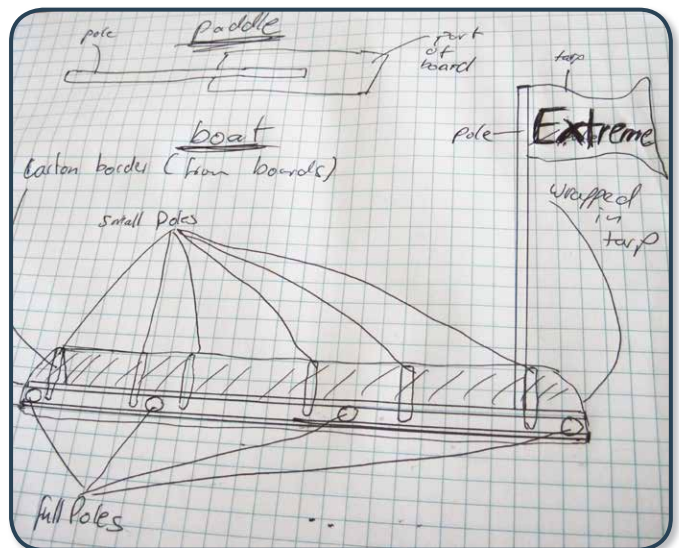
Build a Boat
Sample Agenda

ADVENTURE ™
A S S O C I A T E S

(800)-987-5582

Introduction
During a brief overview, teams learn that their boat must not only transport the pilot across the pool or along the lakeshore, it must also impress the rest of us with its WOW factor. (approximately 10 minutes)

Roles & Goals
Teams discuss the process goals that they want to meet: communicate clearly and concisely, garner the ideas of all participants, or utilize skills and talents from everyone on the team. Establishing roles lends insight into workplace dynamics and can set the stage for a meaningful team building experience. (approximately 10 minutes)

Boat Design
The teams examine their building materials at this stage: cardboard sheets and tubes, saws, nylon sheeting, duct tape, etc. Teams create drawings or models to better communicate their vision. We are constantly amazed by the diversity and creativity of our clients' designs. (approximately 30 minutes)

Construction Time
During the construction phase, teams have a lot to consider: how maneuverable is this vessel? How does an individual's center of gravity affect the boat? How much water does our boat displace…and how much should it!? We sometimes set up a midpoint "quality circle" meeting so representatives from each team can share design ideas and materials. (approximately 90–105 minutes)

Boat Presentations
Teams prepare a sales and marketing presentation to unveil their finished product. Not only do they describe the features of their boat, but they detail the team processes that allowed them to build it: collaboration, decision–making, communication, etc. The presentations are often fun and light–hearted, sometimes slightly competitive, but always enjoyable preludes to the launch. (approximately 15 minutes)

The Race
Will the elected pilot be able to navigate the watercraft from point A to point B? Team members launch their watercrafts to find out. Most teams set up a mini–regatta to add a competitive edge and celebratory spectator participation.

Debrief
All teams reconvene to talk about their experiences during the Build a Boat program. How did they make decisions together? How were ideas shared and what type of coaching was apparent? Is this indicative of work relationships? What reminders regarding project team best practices can they employ upon returning to the workplace? (approximately 15 minutes)

Program Complete
(approximately 3.5 hours)