

# The Power of Great Teams

What does it take to make a great team? This module focuses on the research and models that have been developed over the years to define what great teams look like. The program is a classroom-based discussion paired with a very interactive game that helps define business-based teaming concepts. Participants experience a team-based activity, then use that activity to explore some of the models and theories about successful teams.

As an option, managers of in-tact teams may elect to use our Team Assessment tool. This 360-type survey is sent electronically to team members who are asked to assess the team's performance and progress. Managers receive a report that includes a diagnosis of the team's development stage (Forming/Storming/Norming/Performing).

This module pairs nicely with one of our action-oriented, large-scale team events.

## PROGRAM OBJECTIVES:

- Experience the value of team-based decision-making through an interactive game of survival
- Define characteristics of effective teams
- Understand the importance of Goals, Roles, Processes and Interpersonal Skills (GRPI)
- Identify the Stages of Team Development (Tuckman)
- Optional: Use a survey instrument to assess your own team's performance

## PROGRAM LENGTH:

Half-day with survey

## TARGET AUDIENCE:

This program is designed for employees at all levels of the organization, but is best suited for managers and project managers – especially when using the team assessment tool.

## ADDITIONAL COMMENTS:

This program emphasizes team theory and team-building techniques. It is an outstanding complement to one of our interactive [Team-Building Events](#).

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