

Team Building

Passo a passo!

Por Luiz Duarte



LUIZ DUARTE



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TEAM BUILDING

DEFINIÇÃO

Talent wins games, but teamwork and intelligence win championships.

- Michael Jordan

"Team Building ou Construção de Times é o nome dado a várias atividades com o objetivo de integrar mais as pessoas e melhorar os seus relacionamentos em ambientes profissionais."

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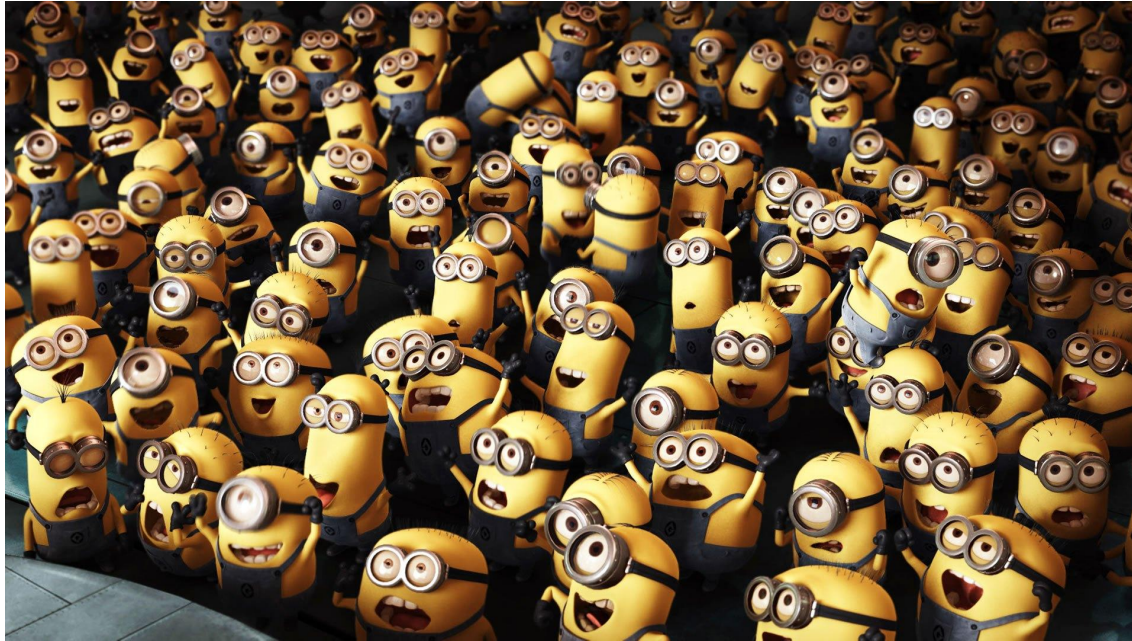


PREPARAÇÃO

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Expect the best, plan for the worst, and prepare to be surprised.

- Denis Waitley



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QUAL O OBJETIVO DO TB?

- fazer as pessoas se conhecerem?
- definir/redefinir papéis e responsabilidades?
- aumentar a confiança/segurança/união?
- aumentar a moral/motivação?
- aumentar o foco na estratégia/negócio?
- gerar aprendizados em ambiente controlado?
- remover crenças limitantes?
- ressignificar problemas que o time esteja passando?

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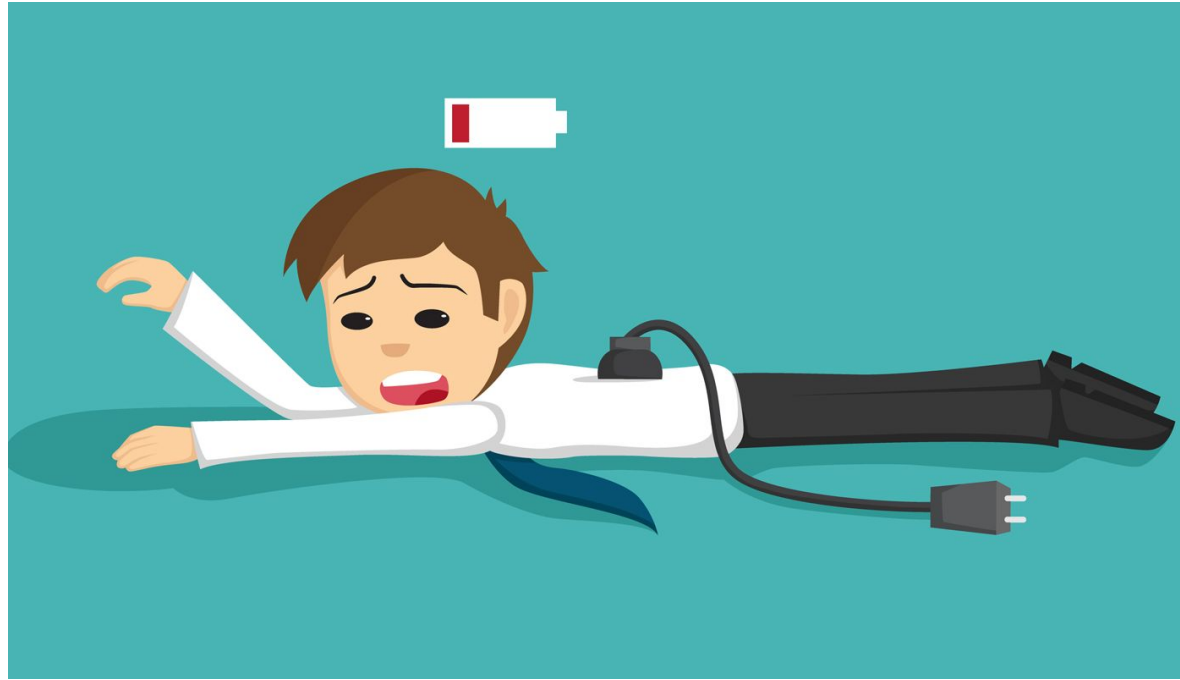
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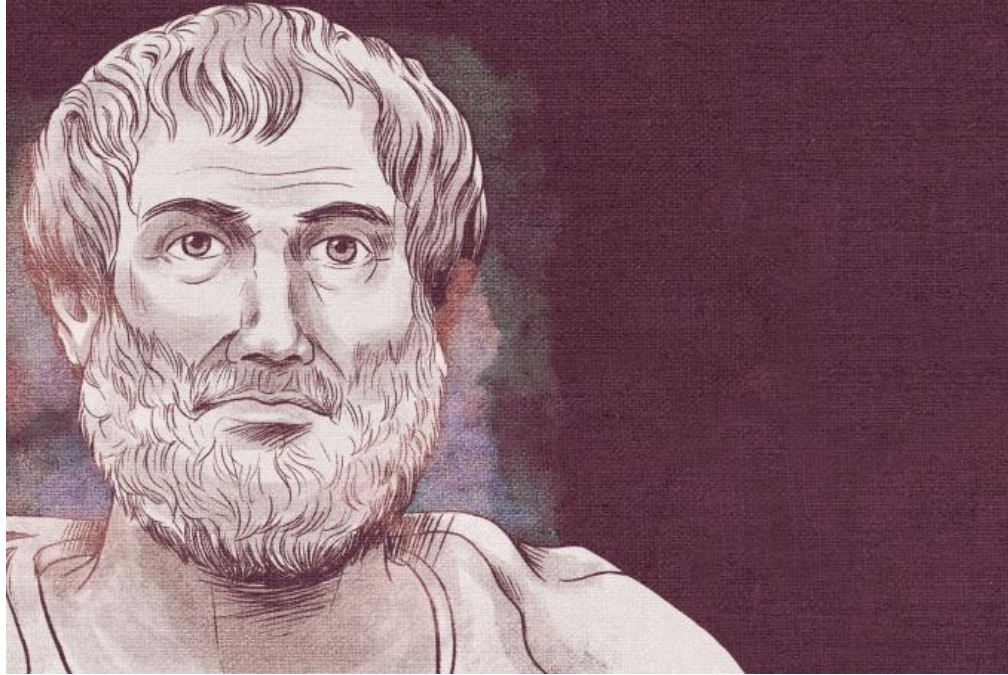
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AGENDA

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- Margaret Atwood



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PERGUNTAS QUE AJUDAM:

- como que vamos explicar o evento?
- como que vamos começar o evento?
- como que vamos tirar as pessoas da sua zona de conforto?
- o que vamos focar neste team building?
- o que queremos melhorar neste time?
- teremos alguma pausa para descanso (geralmente no meio)?
- como que vamos fechar o evento?
- como que vamos re-energizar as pessoas se for necessário?

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EXEMPLO:

- Introdução: 5min
- Ice Breaker: 30min
- Estratégia da Empresa: 15min
- Estratégia - Discussão Livre: 30min
- Intervalo: 30min
- Energizer: 15min
- Propósito - Discussão Livre: 30min
- Dinâmica de Propósito: 30min
- Dinâmica de TeamWork: 30min
- Fechamento - 15min

4h de Team Building!



LOCAL

LOCAL

Get out of the building!
- Ash Mauryia





ENERGIZER E ICE BREAKER

ENERGIZER X ICE BREAKER

Just do it.
- Nike motto



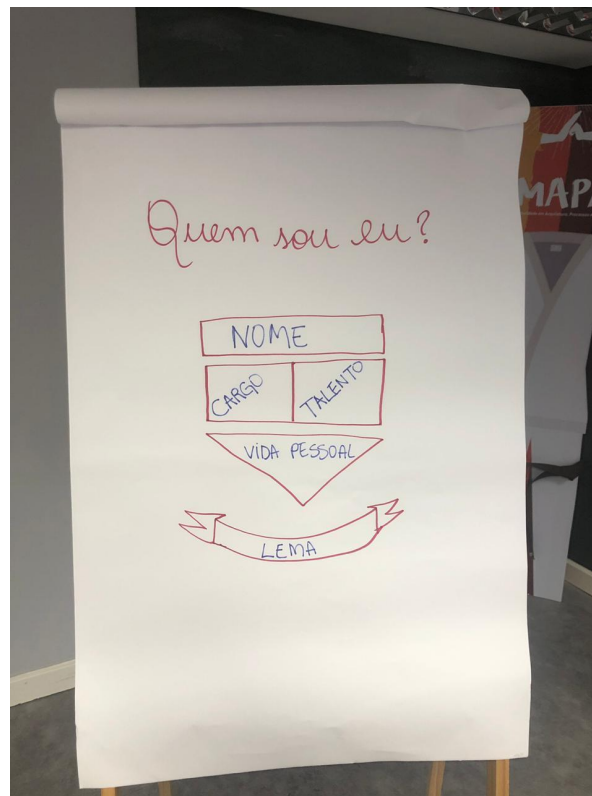
ENERGIZER

*Just do it.
- Nike motto*



ICE BREAKER

Just do it.
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ENERGIZER X ICE BREAKER

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ATENÇÃO!

- Briefing
 - Execução
 - Debriefing
-
- Emoção!
 - Conflito!
 - Aprendizado!



FEEDBACK

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Feedback is the breakfast of champions.
- Ken Blanchard





REPERTÓRIO

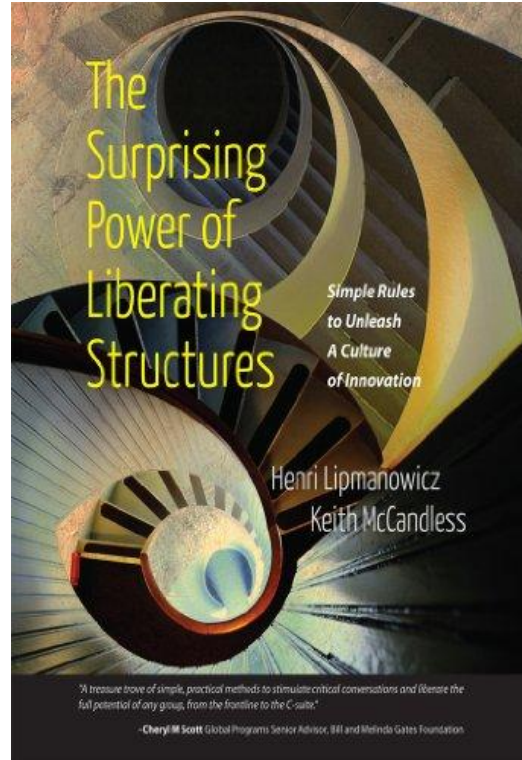
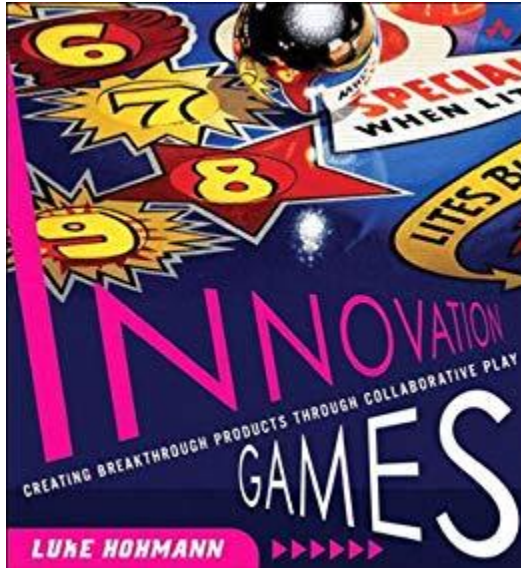
REPERTÓRIO

Intuition is the number one tool in the toolbox.
- Matthew Mellon



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"Everybody knows the problem: We need to be more innovative. Now we've got the solution: *Gamestorming*. This smart, fun, hands-on book will energize your brain and mobilize your creativity—and do it using stuff you already have in your supply closet!"

—Daniel H. Pink, author of *Drive* and *A Whole New Mind*

Gamestorming

A Playbook for Innovators,
Rulebreakers, and Changemakers

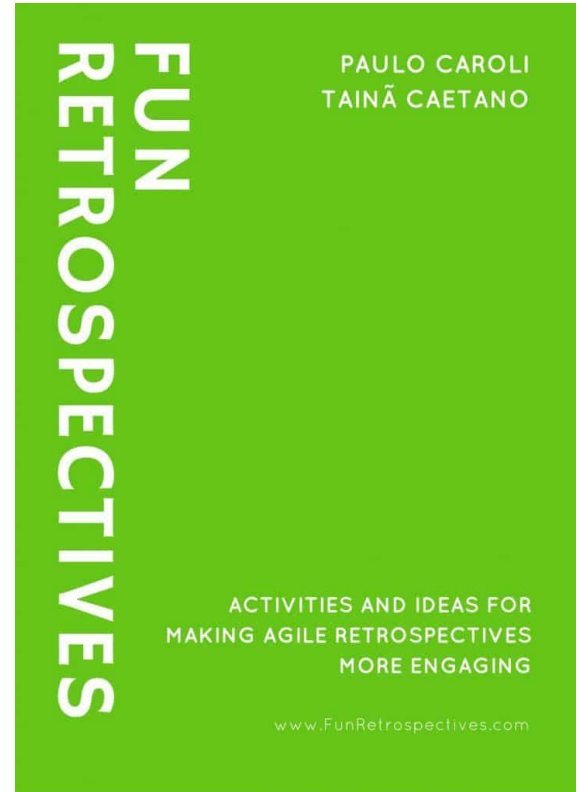
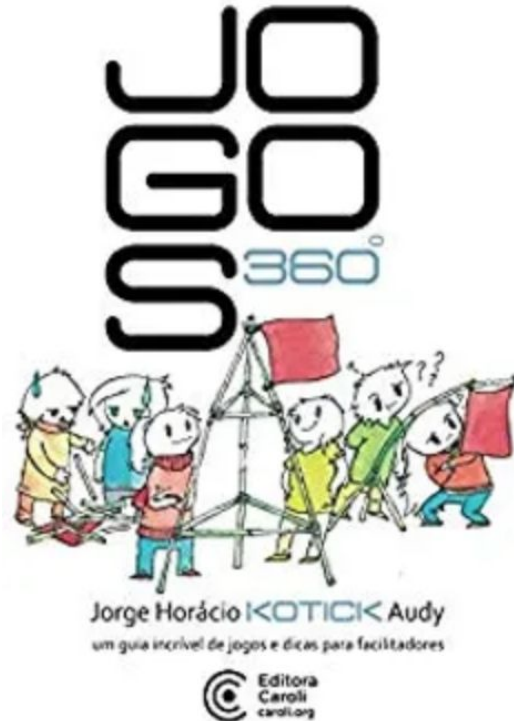
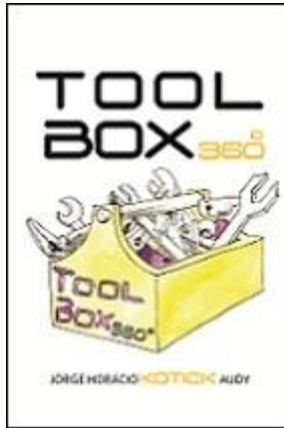


Dave Gray
Sunni Brown
James Macanuso

O'REILLY®

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WELCOME TO THE HYPER ISLAND TOOLBOX

A resource kit you can use to apply creative collaboration and unleash potential in your team or organization.



MOVE THE ROOM WITH ENERGIZERS

Tools to inject energy into the process, get people moving, and have fun.



UNLOCK INSIGHT AND INNOVATION

Tools to unleash creativity, discover valuable insights, and develop new products and services.



GROW YOUR SELF-LEADERSHIP

Tools for personal development, reflection, self-awareness and how to integrate learning and grow.



MAKE CHANGE THROUGH ACTION

Tools focused on implementation, and driving and supporting change in organizations.



BUILD A STRONG TEAM

Tools to build effective teams - foster trust and openness for better collaboration.

OK, GOT IT THANKS

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TastyCupcakes.org | Fuel for Invention and Learning

valeu!

No intervalo, venha tomar
um café no nosso stand!

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