

GROUP
dynamix

TEAM OLYMPIX



**A friendly competition featuring
lighthearted games designed to encourage
collaboration, energy and connection!**



What is a Team Olympix?

In our Team Olympix program, your group will be divided into smaller teams of 6-12 players. After creating a team name and chant, the teams engage in different challenges and activities facilitated by our FRANCI. Upon completion of a challenge, teams receive points based upon their performance. Points are compiled throughout the event and tallied at the end of the program before our Closing Ceremony where we award First, Second, & Third Place, as well as Most Likely to Improve.

Group Dynamix Difference

- **100% Participation, 100% of the Time** - Participants might have different ability levels, and that's OK! Our games feature different roles and options so there's always a place for everyone to contribute to the team!
- **Challenge By Choice** - While we encourage and strive for everyone's participation, we never force anyone to do anything. This creates a safe environment for participants to stretch themselves to a comfortable limit where growth can happen naturally!
- **Team Play** - It's not about the athlete, its about the team! Our games reward teamwork, not individual performance. Exceptional teamwork results in exceptional outcomes.



OUTCOMES:

- Builds camaraderie, respect & appreciation
- Enhances collaboration and problem-solving
- Energizes participants

LOGISTICS

- At our facility or a location of your choice (indoors or outdoors)
- From 2-4 hours
- Group sizes from 10 to thousands
- All ability levels



Sample Activities

Tarp Pop

CHALLENGE:

Part of the team will launch a giant ball into the air, the other part of the team will attempt to catch it in a giant net. Multiple variations with added challenges.

TAKE AWAYS:

Communication, Teamwork, Practice-Makes-Perfect



Keypad

CHALLENGE:

Activate all numbers in sequential order in the fastest time possible. Multiple attempts allowed to increase strategizing, problem solving, and effective team communication.

TAKE AWAYS:

Communication, Effective Strategizing, Team Engagement, Common Goal



Cup Tac Toe

CHALLENGE:

Teams compete in a human version of Tic Tac Toe. First team to get 3 members in a row is the winner!

TAKE AWAYS:

Strategizing, Effective Communication Under Pressure



Sample Event Plan

*This is only a sample plan for a 3-hour Team Olympix event. Actual games will be chosen by the facilitator and may be adjusted to fit the group and needs of the program to create a successful event.

- 1:00 PM** **Program Begins**
Energizing game(s) to set the tone for the day
- Walk/Stop
 - Handshakes
- 1:30 PM** **Create Teams**
If you would like to create your own teams prior to arrival, we can skip this and move directly to Team Names & Chants/Cheers.
- Eyeball Tag
 - Card Shuffle
- 1:45 PM** **Team Names & Chant/Cheers**
Newly created teams huddle up and create a fun, unique team name and a chant or cheer to perform in front of the group.
- 2:00 PM** **Team Competition Begins**
All Play Team Challenges
- Warp Speed
 - Cup Pong
- Rotation Team Challenges
- Challenges typically take between 15-20 minutes to complete. All teams will compete in all challenges. If necessary, teams will rotate through challenge stations collecting points at each station.
 - Tarp Pop
 - Keypad
 - Cup Tac Toe
- 3:30 PM** **Closing Ceremony**
Final opportunity to earn points if needed, or a final activity while facilitators tally scores. Facilitators will gather all teams at our Olympix podiums and present 1st, 2nd, & 3rd Places, as well as Most Likely To Improve
- 4:00 PM** **Program End**

*For events at the Group Dynamix facility, groups have the option to add our High Ropes Challenge Course into their event at no additional cost. This can either be integrated into the Olympix competition via our Flight Challenges or as an optional activity for participants after the Closing Ceremony.