THEY improv teambuilding is unique in the industry as we enter each event with a flexible syllabus allowing adjustments to be made to ensure an enhanced experience by the participants. Through years of trial and error, the facilitators at THEY improv can quickly identify the skills and nuances of a group and adjust accordingly. They make certain that the exercises utilized will both challenge the participants as well as not be overly taxing.

**Some of the exercises likely to be utilized in one way, shape, or form include:**

**Check Ins:** This is an ice-breaking exercise designed to get participants more familiar with one another, relaxed with each other, and to see the other participants in a new light as human beings rather than job titles. Each participant is asked to get in front of the group, introduce themselves, explain how they came to work with the organization and tell something about themselves that no one in the room knows, but nothing too embarrassing. Emphasis is made on making the stories amusing and enjoyable.

**Panel of Experts:** Participants are brought up in small groups and asked to answer questions one word at a time, with each participant taking one word. This keeps people from thinking too far ahead and to accept the ideas of those they are working with. It also leads to funny answers to questions and is fun.

**Yes / And:** The building block of improvisation is the over-acceptance of ideas from a scene partner. We work on an exercise to develop that instinct to first listen to ideas rather than rejecting them. This takes conversations in unusual and amusing directions.

**Word Association:** Participants create chains of ideas by responding to words and providing the first word that comes to mind. These responses create chains that lead further and further afield, showing that everything can be related to anything else just by determining things that would appear in-between. This enables people to better tap into the ideas of others and find ways to utilize them.

**Ping – Pong:** Participants are asked to have a 10 sentence conversation using 10 random words provided by other participants. It teaches outside-the-box thinking in a creative and fun environment.

**Group Count:** Participants are put into a circle and are asked to count to twenty, one person at a time. No one person can say two numbers in a row and no one can indicate who is the next one to say a number. If more than one person tries to say the next number at the same time, the group restarts at one. This teaches people to listen to one another and to take and cede control in a group dynamic.

**The Ad Game:** Participants are broken into groups of 4-6 and asked to come up with a marketing campaign for a fictitious product and a fictitious ability for that product. Each group presents the resulting campaign pitch and is judged with a chance to win some not very expensive prizes.

*Contact THEY improv to find out how hiring THEY improv is your quickest way to finding a successful approach to your teambuilding needs. Email THEY improv at info@THEYimprov.com or by phone at (866) 219-4386.*