



Outdoor Wisconsin Leadership School

Corporate Sample Schedule

Time	Activity	Notes
9:30	Group Bingo	ICEBREAKER- (<i>Large group</i>) Activity used as a warm up. It's purpose is to help create risk-free atmosphere and promote participants' confidence
9:40	Circle to Circle	ICEBREAKER- (<i>Large group</i>) An interesting get-to-know-you game.
9:50	Hog Call	INTRODUCTORY ACTIVITY- (<i>Large group</i>) Allows the group to have fun and get more comfortable with one another.
10:00	Samurai Slap	<i>The remaining activities are done in small groups.</i> NAME GAME- It's important for the group to know everyone's name.
10:05	Have you ever	ICEBREAKER- Find out things that you have in common with your co-workers
10:15	TP Shuffle	ICEBREAKER- Still learning new things
10:25	People to people	ICEBREAKER - Helps the group get a little closer, physically, than they would in the work place. This involves some trust.
10:30	Warp Speed	GOAL SETTING INITIATIVE- Challenges the group to use teamwork and problem solving skills to achieve their goals in this initiative.
10:40	Goals	PROCESSING- Allows the instructor to know what the participants want or expect to get out of this program.
10:50	Traffic Jam	PROBLEM SOLVING INITIATIVE - More opportunities for better problem solving, teamwork, and communication skills.
11:10	Carpet Maze	PROBLEM SOLVING INITIATIVE- Requires teamwork and builds on learning from mistakes.
11:25	Minefield	PROBLEM SOLVING AND TRUST INITIATIVE - One person is blindfolded and must trust their partners to direct them safely through the minefield.
11:55	Picture Cards	PROCESSING- Important to discuss the group's achievement and growth and bring the experience back to the work world.
12:00	Lunch	Excellent food including vegetarian
1:00	Handcuffs	ENERGIZER - A great way to get blood flowing again after a big lunch.
1:10	Pipeline	PROBLEM SOLVING INITIATIVE- The group must work well together, have good ideas, and communicate clearly in order to make it through this one.
1:30	Incomplete Bridge	LOW ROPES ACTIVITY - Problem solving, trust, and cooperation are keys to this activity.
1:55	Crazy Crane	PROBLEM SOLVING INITIATIVE- Once again, this works on the group's team and problem solving skills.
2:25	Trust Walk	TRUST ACTIVITY – Helps develop trust and clear communication for participants to be effective at work.
3:00	Snack	A wide variety of snacks are available from our menu.
3:40	Islands of paradise	LARGE GROUP INITIATIVE- More advanced teamwork, problem solving, and trust <i>within</i> the small groups, but also <i>between</i> the groups.
4:15	Group Picture	PROCESSING - End the day by giving feedback to co-workers and learning how these experiences can be useful in the work place.

Programs can be adjusted to include climbing elements such as the Tower or High Ropes Course