



Invite your key collaborators, managers and supervisors:



A TEAM-BUILDING DAY OF SIMULATED JUNGLE ADVENTURES

**CREATIVE LEADERSHIP
- ANIMATED IN-HOUSE -
FOR YOUR TEAM !!!**

- **2 EXPERT-ANIMATORS**
- **3 INSPIRING CONFERENCES**
- **4 HEURISTIC TRAINING ACTIVITIES**
- **SELF-EMPOWERING SYNTHESSES**
- **CREATIVE THINKING TOOLS**

Enjoy a day of lessons from Nature that will demystify your creative « capital ». Our heuristic* learning adventures include motivating themes, fascinating springboard stories, a dynamic pace and a relaxed atmosphere that encourages good humour and meaningful exchanges. *Heurism means « Self-discovery »

**PHONE MONTREAL (514) 481-2835 TODAY AND BOOK
THIS VERY STIMULATING 1-DAY EVENT FOR YOUR TEAM!**

**CONTACT US TO DISCUSS HOW WE CAN SERVE
YOUR NEEDS WITH OUR THEMES.**

**LESSONS FROM THE JUNGLE...
« HOW NATURE FAVORS CREATIVE LEADERS »**

CONTEXT

Our « *Lessons from jungle...* » are more than metaphors. They are "springboard stories" used to explain creative management models derived from *4.5 billion years of success*. With them, we teach the creative and strategic principles found in Nature and explain how to apply them to benefit individuals and organizations .

Today's new economic, social and environmental conditions have changed the rules. They have imposed the need for creative adjustment that invites individuals, teams and companies to develop innovative and strategic ways of doing. Inspired by Nature's way of management constant change, leaders can understand and profit from the creative processes, techniques and tools that are best practices, and guarantors of success.

Any training activity that enhances a leader's *creative capital* must be seen as an investment designed to increase the « intelligence » of the whole organization. This most precious resource immediately becomes a tangible asset when it is focused on innovating to improve products, services, systems, processes and human relations.

BENEFITS AND ADVANTAGES FOR YOUR ORGANIZATION :

Depending on the theme we animate, this one-day team-building event will allow you to:

- * Enhance the « creative capital » of the participants ;
- * Share a common language on the creative and strategic notions and tools learned ;
- * Stimulate an open-mindedness ;
- * Encourage a climate favorable to creative expression and innovation ;
- * Focus the talents and ideas of your collaborators on your strategic objectives ;
- * Increase buy-in and "care-why" ;
- * Inspire teamwork and group performance ;
- * Improve the quality of communications ;
- * Stimulate changes in thinking and behavior;
- * Favor employee retention ;
- * Build on loyalty and teamspirit.

STORYBOARD :

The participants are invited to become players - actors in a great learning adventure. They'll be told a springboard story and asked to board a virtual plane for the jungles of Costa Rica. They'll meet in a virtual airport and there

they'll be given an AirBingo Boarding Pass into our jungle world. Suzy Ethier and Lawrence Poole will then explain the concept of heuristic training to them and introduce the 1st learning activity (selected according to the training theme)..

Then a few - ***Lessons from la jungle...*** (we'll supply sights, sounds and even odors from the tropical rainforest), and they'll be invited on a virtual helicopter to a village to join anthropologists who are studying the ancient Olmec culture, the protomayans who civilized the jungle. Except, the expedition doesn't go exactly as planned and there will be an important change in the program.

Required by their dilemma, they'll need all their leadership skills to save the day. The learning activity will require them to confront the unknown and, to survive, they'll have to open their mind, communicate and become creative. The pressure is on because their life depends on it. During the day, they'll get help from an unexpected source: local sorcerers who'll share an ancient secret called « the 5 roles of a strategic leader » with them. Will they ask the right questions, note the answers and distinguish the wise counsel that'll point them to the correct direction from the dross?

« How » they think will be the difference between success and failure.

Later, back in civilization, they'll participate in a discussion on how they experienced their adventure and what they gain from the secrets they shared - personally and professionally. Then, a multimedia presentation offers a synthesis of the learning themes and we end the day with a fervent resolve - passion and commitment are Nature's way.

TIMELINE:

LESSONS FROM THE JUNGLE...

« HOW NATURE FAVORS CREATIVE LEADERS »

ACTIVITY #1 -

***Air Bingo!* – Heuristic learning - 30 minutes**

An amusing game, this ice-breaker gives people the opportunity to chat and get to know each other better (and differently), to have a little fun, to warm up for a motivating day - and to set the mood for the animation that follows.

CONFERENCE - A

Lessons from the jungle...

A multimedia presentation - 60-75 minutes

As Lawrence Poole may be the only researcher who treks jungles in a wheelchair you are ever likely to meet, he'll briefly recount his story... of more than 25 years studying Nature's ecosystems rules and laws. He'll incorporate PowerPoint presentations, pictures, videos and audio from the neotropical jungle to introduce its creative and strategic ***self-management principles*** . He'll explain how he learned to use them in his personal and professional life, and how they are universal templates for an empowered and successful career.

ACTIVITY #2

***Lost in the jungle!* - Heuristic learning, part 1 - 15 minutes**

Through this training activity, Suzy and Lawrence will expose group behavior and its influence on decision-making. The training exercise will validate open-minded creativity and leadership as survival skills for successful teams. They will also explore communication, self-confidence, persuasion and negotiation.

- HEALTH BREAK -

***Lost in the jungle!* - Heuristic learning, part 2 - 75 minutes**

The activity includes coaching from 2 seasoned pros and it will be followed by a debriefing session. Lawrence will refer to the ideas raised during his 2nd conference-animation.

- LUNCH BREAK -

ACTIVITY #3

***Snake Swamp!* - Heuristic learning - 45 minutes**

The dangerous jungle territory gets even more deadly and local sorcerers must come to the rescue. Having learned valuable lessons during their first experience, the participants will now become aware of the vital importance of their communication skills. They'll experience the effects of partial, garbled, false or misleading information on human stress levels, and how they influence receptivity to the message. Also, they'll realize why success means strategically planning group communications. The activity will be followed by a debriefing session. Lawrence will refer to these ideas during his 2nd conference-animation.

CONFERENCE - B
Lessons from the jungle... 4.5 Billion years of success! -
A multimedia presentation - 45 minutes

Lawrence explains how Nature's teams respect principles of self-organisation, and how these apply to both individuals and enterprise. In this context, he'll demonstrate why the jungle environment that must respond to constant changes favors self-empowered leaders. He will introduce a creative thinking tool - The 5 Roles Of A Strategic Leader - which the participants will use to successfully complete their next challenge. Integrated in their workplace, they'll discover it to be a great tool to analyze ideas and manage creative exchanges.

HEALTH BREAK -

ACTIVITY #4

Rio Peligro!! - Heuristic learning - 75 minutes

Led by sorcerers who are experts on "leadership", the teams will now creative thinking to solve their next dilemma - i.e. to get out of the jungle alive. Before deciding on how to experience the last leg of the expedition, they'll seriously consider the probabilities of their chance for success. If they make it, they'll then explain their decision and how they arrived at it to the world's Press. The activity will be followed by a debriefing session and Lawrence will refer to these ideas during his closing conference-animation.

CONFERENCE - C

Survival of the wisest...
The closing presentation - 20-30 minutes

Lawrence will finish the training day by recalling the key ideas and learning experiences. He'll tell how, cumulatively, Nature's rules push us to become creatively self-empowering, in order to benefit from a passionate life. He'll reveal how the day prepared the survivors to participate in winning teams ».

THE LEARNING OBJECTIVES OF THIS FASCINATING DAY!

At the end of the day,

: Participants will have had a great time while learning *heuristically* .

: They will have thus forged a better understanding of *CREATIVE LEADERSHIP*, and how the concept can be integrated into their personal and professional life.

: They will have understood how the current context of rapid and significant changes requires a higher level of creativity, cooperation and communication.

: They will have seen the influence of their *perception* on their choices and decisions, and will have enhanced and improved their capacity to think strategically and creatively.

: They will also have seen how self-empowerment is the antipode to stress, and they will have realized the importance of investing in their « creative capital ».

: They will have learned 9 self-organizing principles in Nature that build « high performance teams »

: They will have used techniques and tools that allow them to master unexpected situations and successfully take up challenges.

: They will have learned various syntheses and practiced « 5 roles thinking », a template that promotes open-mindedness, a creative analysis of ideas and proposals, and strategically communicating with others.

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