

thunderstorm



Here's a team building workshop with real cross-generational draw: it's witty without being arch, charming but not twee, and it tempers its *niminy-piminy* appeal with surprisingly steely learning brainwaves.

You'll either love its effervescence, its *rattle-dazzle* design and its shimmying process or they'll drive you to distraction.

Thunderstorm opens with awareness *expansion* activities helping the team to integrate new data into their self concepts.

It provides an opportunity to enhance work relationships through mutual *openness* and disclosure. Enable team members to explore the diverse roles they are expected to fill, potential stress and solutions to their own role conflicts.

Moreover T-storm offers an opportunity to examine *life* and career values and *aspirations*, helping participants to explore the degree of consistency between their expressed values and actions.

It provides a framework within which to examine and assess events in their work lives aiming to positive changes.

On top of that T-storm offers a method for improving working climate by practicing specific positive *feedback*.

It's only when T-storm reawakens its idealism that becomes insightful.

The dropping out activity is a sensitive, but ultimately *tremendously compelling* experience and the same goes for the life planning grid. Other team building designers may have made the same points, but few have done so half as entertainingly, or cunningly.

To die for..