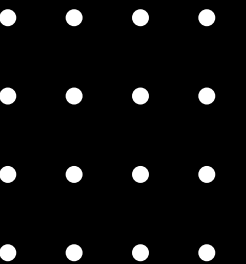
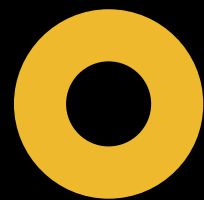


# WATER WAR

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TEAM BUILDING

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# TEAM BUILDING

## S.A.V.I



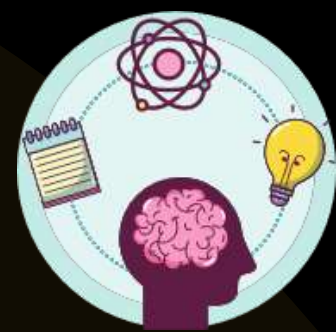
Somatic



Audio



Visual



Intelligence

Team Building is needed to sharpen participant's skills and to develop a high-performance team in achieving the company's mutual goal. Combining Somatic, Audio, Visual, and Intelligence method with fun challenges will build a stronger and solid team.



First aid box is  
provided to  
ensure your  
safety

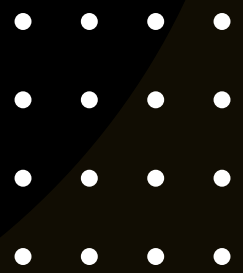
# ICE BREAKING



All participants create big circle



To bring out more exciting and energetic vibes , the facilitators will have all participants dance together



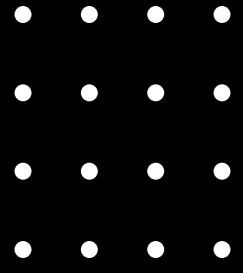
# ICE BREAKING & GROUPING



Flower and Bee



Fire & Typhoon



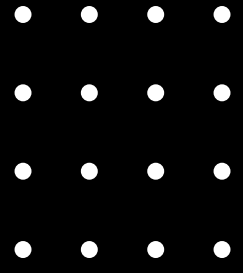
# GROUPING



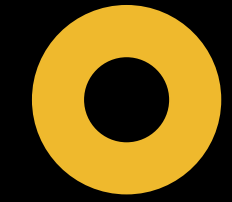
## Pearl and Shell

Random grouping to divide participants into each group fairly



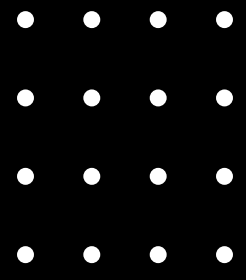


# LEADER ROLE

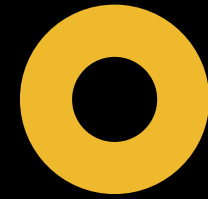


- Each team will be given 10s to choose their team leader
- All team leaders will get first challenge from Game Master to proceed to the next task





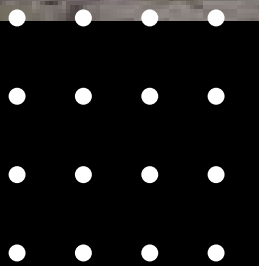
# GAME 1

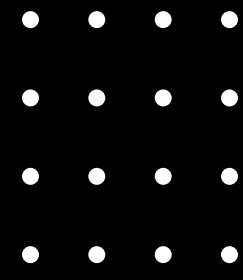


## SAND FORTRESS

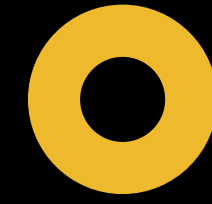
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- This challenge will intrigue your teamwork strategy to win the water war
- You will create a sand fortress as high as possible as a defense and war strategy.
- Put your flag on top of your sand fortress and protect it!
- Speed is really matter here!



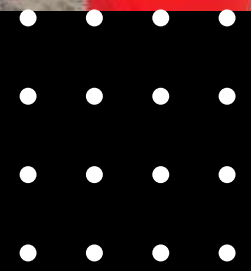


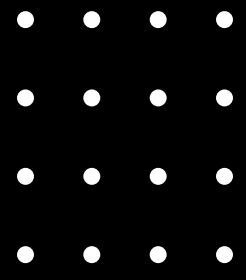
# GAME 2



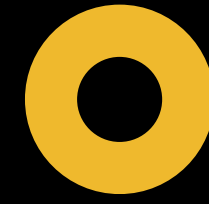
## WATER RELAY - AMMUNITION STOCK

- Each group will be given a bucket of water and a sponge.
- Pass the water in parallel.
- The team who getsd most water in their buckets will get the most water bomb.
- Please do a good team work here!





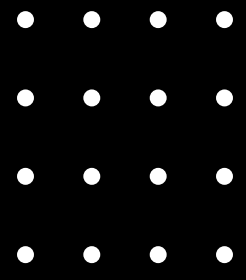
# GAME 3



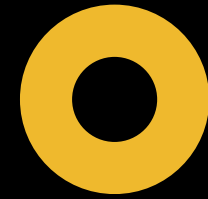
## STAR FORTRESS

- You will have to create star fortress using the equipments given by the facilitator
- You have to create the star fortress around the sand fortress
- Make your fortress as firm as possible



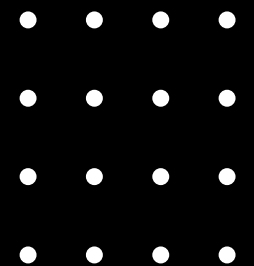


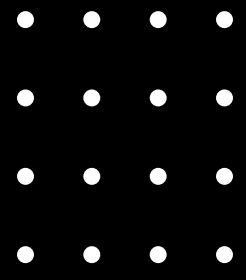
# GAME 4



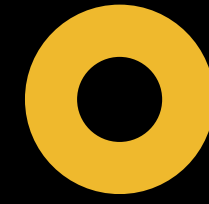
## WAR STRATEGY

- This challenge contains 2 sessions, the riddle paper & the strategic number placing.
- Finish the riddle correctly then you have the guidance for the strategic placement.
- Correct placement will bring you success just like you're doing placement strategy in your company
- The first team who can break the strategic number will get bigger water gun





# GAME 5

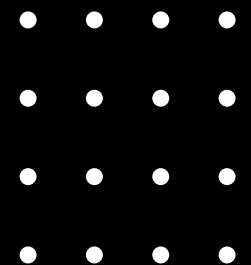


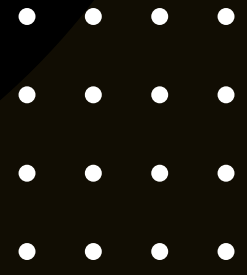
## WATER WAR

It's the final game!

All team must prepare their weapon and ammunition. Your attack and defense strategy is really needed here.

The team that can occupy the enemy territory will get the highest score





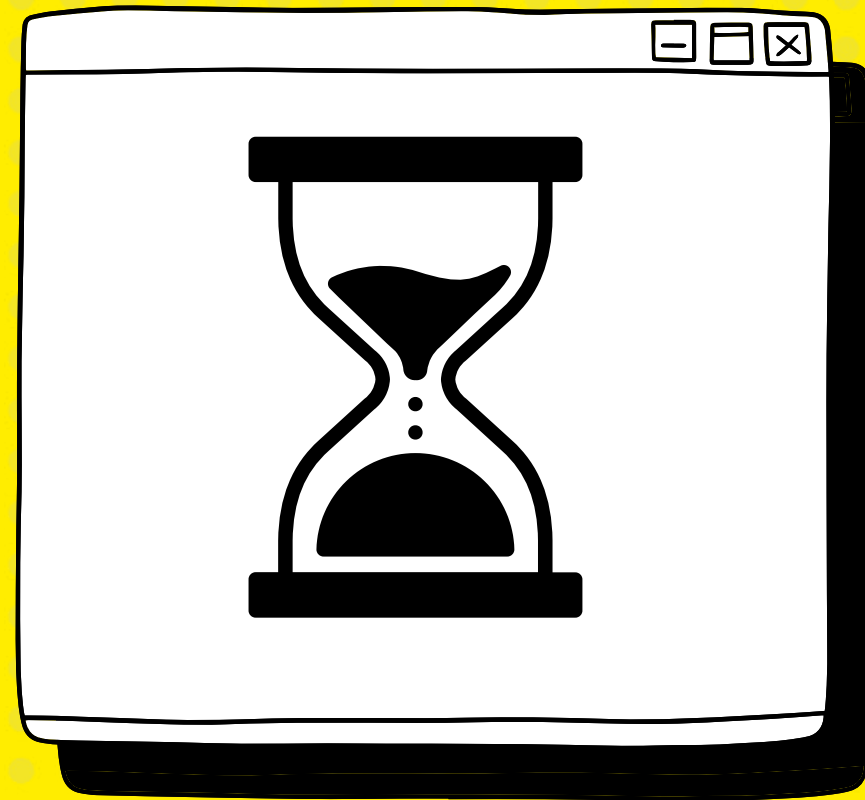
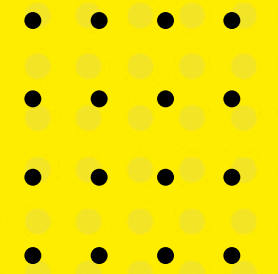
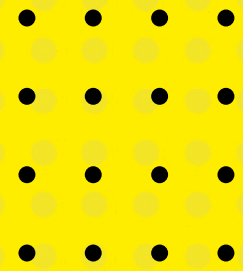
# CLOSING

## Cooling Down & Debrief

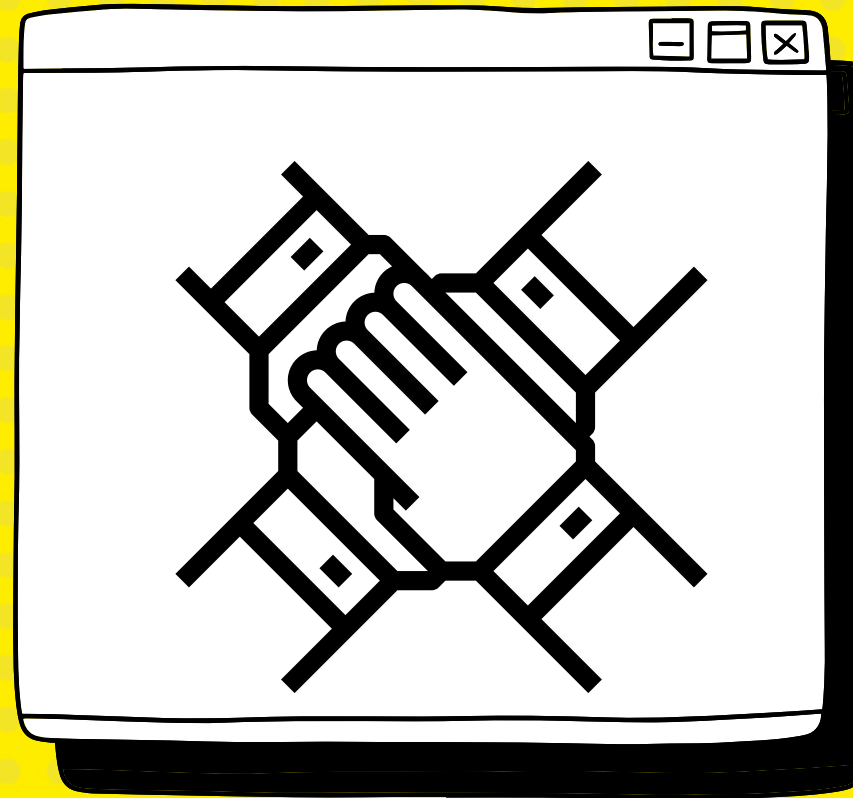
The Game Master will share the meaning of the sequence of the games, meanwhile the participants do cool down movements



# HOW TO PICK UP THE WINNER?



**SPEED**



**TEAM WORK**



**LEADERSHIP**