Has your organization unleashed the full potential of teams?

Maybe it's time to...

GO Team

Powering Team Performance

Teams are the future of organizational work. And GO *Team* is the future of team training!

GO Team supports you in forming, building and maintaining high-performing workgroups by providing just the training you need, when you need it.

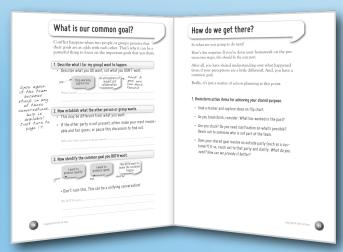
Divided into 18 short, highly engaging modules, GO *Team* takes team



GO Team training is delivered via a series of short modules that are between two and four hours in length. The participant guides lead the team through energizing exercises on the given topic.

training out of the lecture hall and places it at the front lines of the work. For example, is the team experiencing *conflict?* Grab a few copies of the GO *Team* module titled *Resolving Team Conflict*, and the conflict becomes an opportunity for critical capability building that will serve the team well into the future!

Ready to GO Team? Contact us today for more information!



No PowerPoint lectures! Exercises in each of the modules are involving, active, and fun. Team members learn by continually connecting theory to practice, while exploring big ideas and committing to action plans in a faceto-face dialogue.

Are your teams new, or have they been around the block? GO *Team's* menu of 18 modules meets the needs of teams at all levels. Choose the topics right for your team... and build your own training agenda!

Level 1: Setup for Success

- Getting Grounded in Team Basics
- Creating Team Operating Guidelines
- Establishing Team Purpose and Goals
- Clarifying Team Roles
- Building on Style Differences
- Assessing the Team

Level 2: Go Team!

- Enhancing Team Communication
- Running Effective Team Meetings
- Making Team Decisions
- Avoiding Groupthink
- Resolving Team Conflict
- Solving Team Issues

Level 3: See You at the Top

- Building Team Trust
- Giving and Receiving Feedback
- Sharing Leadership
- Sparking Team Creativity
- Managing Change
- Leveraging Team Learning