



Day one indoors.

0930 Icebreaking activities such as the "skyscraper" and "logistical nightmare" that will give us an understanding of the participants and a measure against other groups in the organisation.

1000 Leadership and the key points of effective leadership. Planning, objectives, inspiring. Allocation of resources and the most important, communication.

1100 Coffee break and the chance for participant to discuss the event and to open informal lines of communication

1130 Continuation of the leadership development incorporating the benefits of informal communication as well as structured and shared down time. Unifying coffee breaks.

1230 Lunch and time for the participants to catch up on life outside the event.

1330 Experiential Learning "the chariot"

Designers and builders begin work in separate locations, with the written word the only form of communication. The management team have the overview and the workers have all of the materials and information to complete the task. The just need some gentle encouragement and to be pointed in the right direction. The natural occurrence of them versus us appears...

This experiment takes about two hours and accurately reflects every day leadership dilemmas of empowerment, responsibility, teamwork and accepting/valuing the ideas of others.

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1530 Evaluation and next steps

1600 Finish



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Day two at Fota Island Adventure

0930 Brief introduction and commencement of the Lean Project Management seminar for all of the groups that have attended the first days training.

1030 Round table discussion of the most effective tools for the particular projects and leadership style.

1130 Coffee

1200 Best practice for the implementation of the strategies discussed and measuring methods to determine success.

1300 Lunch

1400 Experiential Learning and deployment: Communications, the group are blind folded and led through the obstacle course, with the importance of clear comms the only thing preventing disaster. Then the group will be split into pods and detailed with shelter building in order to light a fire. All of the materials are available, but are unevenly distributed amongst the pods, so negotiators are nominated and the game begins.

Finally the shared experience is hammered home when the group is split into two and they compete against each other in a "hunger games" style of archery, where the opposing teams' fire rubber headed arrows at each other.

1700 Retire back to the club house for a warm shower and get changed for the social aspect of the event.

1700 Private BBQ in the clubhouse.

