

DeANTS Team Building Brochure

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Escape Room / Treasure Hunt– 1 hour

Unlock the Mystery: Teamwork Unchains the Truth!

Programme Overview

In this fun and challenging tabletop activity teams are locked in a room (in theory!). The doors are chained shut and there are just 60 minutes to escape!

Can teams work together under time pressure to crack the code and unlock the doors?

Each team must find ONE of those digits so that when put together in the right order, they unlock the chains. Teams find the crucial digits by solving eight problems. But- they are not all straightforward.

Programme Outcome

- This activity encourages team collaboration and coordination to come out of the room successfully.
- During this session, teams will be tested on their ability to work under pressure, their ability to understand a complex task, and their ability to manage time and organize themselves.
- Our goal is to emphasize the value of teams interacting and sharing data (collaboration rather than competition) and to test teams' ability to solve problems.

Programme Flow

- Each team will choose a Captain
- This captain will be debriefed by the trainer and will be told the rules of the games
- Teams must collaborate together and solve the puzzles in order to identify the name of the person who has locked them in the room and finally escaping the room together







The Big Picture Time 2 hrs

This is a fun painting party, not a fine art one.

Programme Overview & Outcome

To create a cohesive picture or puzzle, participants will need to work together to create a large, cohesive picture by combining smaller canvases.

It is an activity designed to enhance:

- Communication & Collaboration
- Growth & Fixed Mindset
- Resilience
- Diversity & Inclusion
- Find Inspiration in Others' Success
- Innovation
- Put knowledge into action
- Value Efforts
- Team spirit

Programme Outline

- Participants will design their own canvases to be combined into one big picture.
- Taking part in this activity requires creative thinking, collaboration, and the ability to learn from mistakes, which contributes to the development of a growth mindset.

Programme Flow

- The participants are organized into smaller groups of 10 by playing an enjoyable game.
- Team captains gather the necessary materials (Paint, paint brushes, canvas, aprons), including a large image (Growth Mindset or their company's Logo) of the puzzle.
- We will ensure that no team has access to the complete image initially.
- Teams must work collaboratively to assemble their piece. Communication within and between teams is encouraged.







The Big Picture

This is a fun painting party, not a fine art one.

Programme Flow

- When painting their canvas, teams can collaborate with adjacent puzzle teams to see the design.
- There will be a great deal of distance between adjacent teams, so they should work hard to explore their opportunities together.
- There will be communication stations where team captains can meet to exchange information. This encourages inter-team collaboration.
- As teams complete their paintings, they can connect their sections to form the larger picture.
- Gather all participants once the big picture is complete.
- Members sign the Big Picture with their Growth Mindset Motto and take a group photograph.
- The same Big Picture can be displayed at colleagues' outlets or in the heart of the house areas.

Programme Logistics

Target Audience: All Levels

Length: 2 hrs.

Location: Outdoor and Indoor

Max Participants: 10 - 25







The TODD River Race Time 2 hours

Get Ready and set the sail...

DeANTS
"Your Outsourced Learning and Development Department"

Programme Overview

- It is a fun and unique event that challenges participants' creativity, engineering skills, and physical abilities.
- Teams design and construct their own cardboard boats to race through a designated course in the sand.
- The competition is a test of teamwork, problem-solving, and speed, with challenging obstacles along the way.
- It's a true spectacle to behold, with colorful and creative boats of various sizes and shapes.

Programme Outcome

The **Todd River Race!** team-building activity **promotes growth and a winning mindset** by encapsulating the essence of strategic teamwork, resilience, and leadership.

- Crafting a winning regatta strategy parallels business planning, encouraging participants to think critically and adaptively.
- Team members learn to align their actions with a shared goal, promoting a strategic approach to both team-building and professional tasks.

Programme Flow

- Team Distribution – All the participants will be asked to pick up a band from a bag. Participants with same colours will make team of 10
- Welcome participants, ask them to choose a leader and explain the activity's goals and schedule.
- Teams design their boats with focus on strength, and propulsion. They can draw designs on paper before construction.
- Team has to choose and design the theme, hats, safety jackets for the final sail.
- Teams build their boats, jackets caps and mast using the materials provided
- Teams are encouraged to be as creative as possible.







Build a Bridge Challenge 2 hrs

Value each other's efforts and build a bridge the demonstrate Growth Mindset.

Location: Indoor

Max Participants: 10 - 25

Length: 2 - 3 hrs.

Programme Overview & Outcome

It is a hands-on and creative team-building activity that requires teams to construct bridges using materials. The bridge should cover the gap between their tables. Once the bridge is completed, a series of remotely operated cars will cross the bridge and reach the endpoint.

It is an activity designed to enhance:

- Communication & Collaboration
- Growth & Fixed Mindset
- Resilience
- Innovation
- Put knowledge into action
- Value Efforts & Team spirit

Programme Flow

- Introduce the participants to the "Build a Bridge Challenge."
- Share the activity's goals and objectives, emphasizing the importance of growth mindset in building a bridge with given equipment.
- The participants are organized into smaller groups of 10 by playing an enjoyable game.
- The team captain gathers all necessary materials for the team, including cardboard, pipes, masking tape, scissors, and a stapler.
- The team captains work together to come up with a strategy and decide the path for remotely controlled cars, which will travel from one table to another, cross the artificial bridge, and then reach the endpoint.
- After brainstorming and planning, teams design their bridges. Factors such as span length, load-bearing capacity, etc. should be considered.
- When all of the tables are connected to the bridge, the teams celebrate their success as their cars cross the bridge and reach the finish line.

Ninja Challenge - Team Collaboration



Programme Overview

This programme is a practical learning experience on communication, trust, and teamwork.
Participants learn how messages can be misunderstood when information is not clear.
They explore the importance of listening, asking questions, and giving simple instructions.
The activity helps them understand how trust is built between team members and customers.
It also connects with leadership by showing how people take responsibility during uncertainty.
Participants practise staying calm, focused, and goal-oriented even with limited information.
The programme encourages better teamwork, clearer communication, and stronger collaboration at work.

Programme Flow

- The programme will start with a short briefing on communication, trust, and teamwork.
- Participants will be divided into two groups, with half of the team blindfolded.
- The other half will guide the blindfolded team members to complete the game.
- Teams will need to give clear instructions, listen carefully, and ask the right questions.
- During the activity, participants will experience misunderstandings, limited information, and decision-making under pressure.
- The trainer will observe team behaviours such as trust, leadership, body language, and information sharing.
- The programme will end with a debrief, key learning points, and practical actions to apply at work.

Length - 45 min + Debrief

Face to Face Session -
Minimum of 6 to 25 attendees

Mosaics Team Challenge



Programme Overview

Mosaics Team Challenge is a 60-minute corporate team-building activity for 25 participants in 5 teams. Each team builds one part of a larger mosaic as per the image provided

The activity strengthens communication, teamwork, trust, planning, , shared ownership, problem-solving, and attention to detail.

It also highlights how HR teams need to work together while managing people, processes, and shared goals.
By the end, all team pieces are joined together to reveal one final picture, showing the power of collaboration.

Programme Flow

- The trainer starts with a short briefing on the activity, teamwork, and the final goal.
- The 25 participants are divided into 5 teams of 5 members each.
- Each team receives Mosaic bricks and one section of the larger mosaic design.
- Teams get 25 minutes to build their assigned section with accuracy and teamwork.
- During the activity, teams communicate with each other to ensure colours, patterns, and borders match.
- After 25 minutes, all teams bring their sections together to complete the final mosaic.
- The trainer closes with a short debrief on communication, trust, collaboration, shared ownership, and HR teamwork.

Take Away - Final Mosaic Picture

Length - 60 min + Debrief

Face to Face Session -
Minimum of 6 to 25 attendees



The Marble Run

Programme Overview

Marble Run Challenge is a hands-on team activity where participants build a working marble track under time pressure. The challenge shows how small actions, clear planning, and smooth coordination impact the final result.

The activity also highlights the importance of patience, shared responsibility, and learning from mistakes. It helps teams experience how collaboration and continuous improvement can turn a simple idea into a successful outcome.

Programme Flow

- The trainer introduces the challenge and explains the success criteria.
- Participants are divided into 5 teams of 5 members each.
- Each team receives pieces and a specific track objective.
- Teams plan their route before building their marble run section.
- Participants test, correct, and improve their track during the activity.
- Teams connect their sections and run the final marble test.
- The session ends with a short reflection on planning, adaptability, problem-solving, and teamwork.

Length - 45 min + Debrief

Face to Face Session -
Minimum of 6 to 25 attendees



Hunt For The Missing Soldier

Programme Overview

The Hunt of the Missing Soldiers is an exciting 2-hour team-building challenge set in a war-zone story. The war has been won, but 7 soldiers from your unit are missing in a selected vicinity. Teams must now go on a mission to hunt for their missing soldiers by solving puzzles, cracking riddles, and following clues. Each clue brings the team closer to finding one soldier. The activity builds teamwork, communication, problem-solving, leadership, and decision-making under time pressure. The team that finds the maximum number of soldiers within 1 hour wins the challenge.



Programme Flow

- The trainer starts with a short briefing on the story, rules, safety guidelines, and winning criteria.
- Participants are divided into teams and receive their first clue.
- Teams move around the selected vicinity to search for the 7 missing soldiers.
- At each point, teams solve puzzles, riddles, or clues to locate the next soldier.
- Teams must manage time, share roles, communicate clearly, and make quick decisions.
- The challenge continues for 1 hour, and each found soldier adds to the team's score.
- The session ends with the final count, winner announcement, and a short debrief on teamwork, problem-solving, leadership, and collaboration.

Length - 2 hours + Debrief

Face to Face Session - Minimum of 6 to 25 participants

Wax Works



Programme Overview

The participants in this activity will work creatively in teams, design and make their own candles as takeaways.
As part of the learning experience, teams learn about candle making from professional candlemakers.
The exercise is challenging and fun, and it covers every element of teamwork. It's time to engage your employees with a creative craft activity that takes their own personal artistic expression to the next level.

Programme Flow

- Participants are divided into small teams and select a team name.
- Professional candlemakers explain wax types, fragrances, colours, moulds, safety, and finishing techniques.
- Teams brainstorm and sketch their candle concept, theme, colour, fragrance, and message.
- Teams collect wax, wicks, colours, scents, containers, decorations, and labels.
- Teams create their candles while dividing roles, managing time, and supporting each other.
- Teams name their candle and create a short story linked to values such as unity, positivity, care, or teamwork.
- Each team presents their candle, design idea, fragrance choice, teamwork approach, and story.
- Candles are reviewed based on creativity, teamwork, design, presentation, and final finish.
- Participants take their handmade candles as a personal keepsake and reminder of the learning experience.

Length - 1 hour + Debrief

Face to Face Session - Minimum of 6 to 25 participants



eau di toilette - Perfume Making

Programme Overview

Looking for a scent that perfectly reflects your company's personality?

This team-building activity is a wonderful way to bring people together and add a new twist to your event.

The knowledgeable help of a certified perfumer will give you an understanding of the basic ingredients of perfumes and lead you from there to creating your own distinctive perfume

Length - 1 hour + Debrief

Face to Face Session - Minimum of 6 to 25 participants

Programme Flow

- Introduction to the activity, team purpose, and the idea of creating a scent that reflects the company’s personality.
- Participants are divided into teams and encouraged to think creatively together.
- A certified perfumer explains the basics of perfume making, ingredients, notes, and fragrance families.
- Teams explore different aromas and discuss which scents connect with their brand, values, and team identity.
- Teams mix selected ingredients to create their own distinctive perfume.
- Each team gives their perfume a name and presents the story behind their fragrance.
- The facilitator connects the activity to teamwork, creativity, identity, and collaboration, followed by a personalised perfume takeaway.







The Cake Challenge

Value each other's efforts and solve problems while enjoying delicious results.

Programme Overview & Outcome

"The Cake Team-building Challenge" combines creativity, a growth mindset, and teamwork to create an enjoyable and memorable team-building activity. By participating in this activity, you will collaborate with others, persist in the face of adversity, value each other's efforts, and solve problems while enjoying delicious result.

It is an activity designed to enhance:

- Communication & Collaboration
- Growth & Fixed Mindset
- Resilience
- Innovation
- Put knowledge into action
- Value Efforts & Team spirit

Programme Flow

- Introduce the participants to the "The Cake Challenge."
- Share the activity's goals and objectives, emphasizing the importance of communication and collaboration.
- The participants are organized into smaller groups of 10 by playing an enjoyable game.
- Gather all necessary materials for each team, cake decorating supplies, mixing bowls, utensils, and workstations.
- After a quick overview of how to decorate a cake, participants receive different ingredients
- Consider any dietary restrictions or allergies.
- Divide the roles. Each team member should have a specific role (e.g. decorator, timer, quality control).
- Each team should designate roles and responsibilities based on their members' strengths and preferences.







The Cake Challenge

Value each other's efforts and solve problems while enjoying delicious results.

Programme Flow

- Share a time limit and decorating process.

Team leaders communicate and collaborate effectively to complete the challenge successfully.

Final Touches & Presentation: Each team must present their cake in front of the group, explaining their theme and creative process. This is a chance to showcase their team spirit and design skills!

- Quality Controllers (judges) will evaluate the appearance and taste of the cakes based on predetermined criteria.
- The teams will present their cakes to the group. Through a growth mindset approach, they can explain their design choices, any challenges they encountered during the process, and how they overcame them. Did they notice any fixed mindset behaviours they would like to improve?
- Quality control judges assess cakes based on presentation, appearance, and taste, with awards for categories such as "Best Decoration," "Most Creative," and "Best Overall Cake."

Programme Logistics

Target Audience: All Levels

Length: 3 hrs.

Location: Indoor

Max Participants: 10 - 75.

Services provided to...



Investment

Activities	Duration	No Of Pax	Price AED
The Escape Room / Treasure Hunt	1 Hour	25	5000
The Big Picture	1 Hour	25	6000
The TODD Race	1 – 2 Hours	25	6000
Building A Bridge Challenge	1 – 2 Hours	25	6000
Ninja Challenge	1 Hour	25	5000
Mosaics Team Challenge	1 Hour	25	6000
The Marble Run	1 Hour	25	5000
Hunt For The Missing Soldier	1 – 2 Hours	25	6000
The Wax Work	1 – 2 Hours	25	9000
Eau di toilette – Perfume Making	1 – 2 Hours	25	11000
The Cake Challenge	1 – 2 Hours	25	6000

(The Above price includes material and trainers)

Terms & Condition

- *Rates are valid till 31/May /2026.*
- *Services must commence on, or before, the agreed date.*
- *All the government permissions of the event to be taken by the client*
- *100 % advance payment to be done by the client on signing contract before the event*
- *An invoice should be cleared on submission as per the signed contract..*
- *L&D Consultant cannot be held responsible for the final target of attendance percentage.*
- *It is expressly agreed that this Agreement cannot be terminated on the ground of performance of the L&D Consultant if the person(s)/leader(s) of the Client are not able to implement the learning after following up or giving adequate support by the L&D Consultant.*
- *Additional Participants will be charged extra*
- *Any cancelled session should be informed one week in advance in case of last-minute cancellation vendor is liable to pay 50% of the amount of cancelled session plus any expense done till the date of cancellation to the outside party.*

If you agree with the content + terms and condition, please sign the below, and we are looking forward to serving you.

Client Details	
Client's Name	
Client's Position	
Company	
Client's Signature & Date	

DeANTS Ddetails	
L&D Cosnultant	Mr. Tripat Mehrotra
Consultant Position	Soft Skills Consultant
Company	DeANTS – LLC FZ - Business Center 1, M Floor, The Meydan Hotel, Nad Al Sheba, Dubai,
L&D Consultant's Signature & Date	

Contact us

Contact Address | Email

- Tripat.Mehrotra@deants.org
- Support@deants.org

+971589859534

Website

- www.deants.org

Social Media

- LinkedIn -
- Facebook –
- Instagram -

Correspondence Address

UAE Office
DeANTS – LLC FZ - Business Center 1, M Floor, The Meydan Hotel, Nad Al Sheba, Dubai, U.A.E

India Office
DeANTS L&D Partners LLP
14 F, 003, The Palm Spring Plaza, Golf Course Road
DLF City Phase 5
Gurugram
Haryana 122003

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