

## Virtual Impress the Sharks

**Impress the Sharks** is inspired by the hit TV show Shark Tank. The key to success in this fun, challenging, virtual activity is creativity and execution. Our kickoff team builder activities will raise the energy, then our professional facilitator will form your group into business teams. Each team in this program will be given the challenge of fulfilling a public need by creating a product or service for the sharks. Teams will need to use creativity, ingenuity, and persuasion to design and present their new invention to the panel of Sharks - made up of VIPs from your group.

The group will be given instructions and then sent into breakout rooms with their team to create their invention. They will have a designated amount of time to come up with their idea, create the design, and hone their pitch for their product. The facilitator will be available in the main room to answer questions, advise, and check progress during this time.

For an added element of challenge, each team will have a brief time slot within their development period where they can visit the sharks to ask questions about what they're looking for from the product they are developing. A team representative will be chosen to ask the questions their team has come up with, and gather information from the sharks to bring back to their team

At the end of the designated design period, teams will be redirected to one of the judge's breakout chambers to present their pitch to one of the sharks. Each shark will review the 90 second pitches from the teams in their room and select their favorite to be presented to the full panel of sharks in the general session. For teams not chosen to advance, it's not over yet - if the chosen team from their judge's chamber is chosen in the final panel, they will share in the winner's reward!

Once the three teams whose preliminary pitches are chosen, the entire group will return to the general session room and the selected teams will have the opportunity to come before the sharks with their prototype, marketing materials, slogan, and any other details they think will win over the sharks in a final pitch. Organization and delegation are the key elements in this team competition.

After presenting their new product, the sharks will have time to question the teams about their inventions. At the conclusion of the Q & A, each shark will give the team a score based on creativity, presentation, design, marketability, and originality. Once scores are tallied, it's on to the awards ceremony, where the team with the winning invention will be crowned virtual Impress the Sharks champions!

To ensure a great experience, aspects of this team builder may be modified for your group size, group makeup, time available, and other variables.

## Program Details

**Group Size:**

10 to 100

**Team Size:**

5

**Program Length:**

2 hours

**Space Requirement**

N/A

**Setting:**

Indoor

**Physicality:**

Low

## Program Elements

- ✓ Collaboration & Accomplishing Common Goal
- ✓ Creativity & Resourcefulness
- ✓ Innovation & Problem Solving