



**SHAKE UP
START UPS**

Program Team Management

1. Welcome and introducing, workshop objectives, name game activities. (20 min)
2. Just a little bit of theory - introducing to SUSU Team Management Tool Smart Kit. (5 min)
3. Clap or double clap - that's the question! - pre-energizer (10 min)
4. Team Management Activity - Tower of Babel or Marshmallow Challenge (15 min)
5. Video and Activity Evaluation. (15 min)
6. Roles in Group - different perspectives. (10 min)
7. Test. (20 min)
8. Rescue mission - decisions, always decisions. (30 min)
9. Team management online apps. Presentation. (10 min)
10. Conclusions. (5 min)



Erasmus+

Funded by the European Union