

PATHFINDER

Powered by  FUTURE
LEARNING
GROUP

Innovative learning platform that combines data, AI & POWERskills to change behaviours & disrupt mindsets



EMPOWERED TEAMS:

3-5 day POWERskills and EQ programme to master team work and team dynamics

EMPOWER YOUR TEAMS

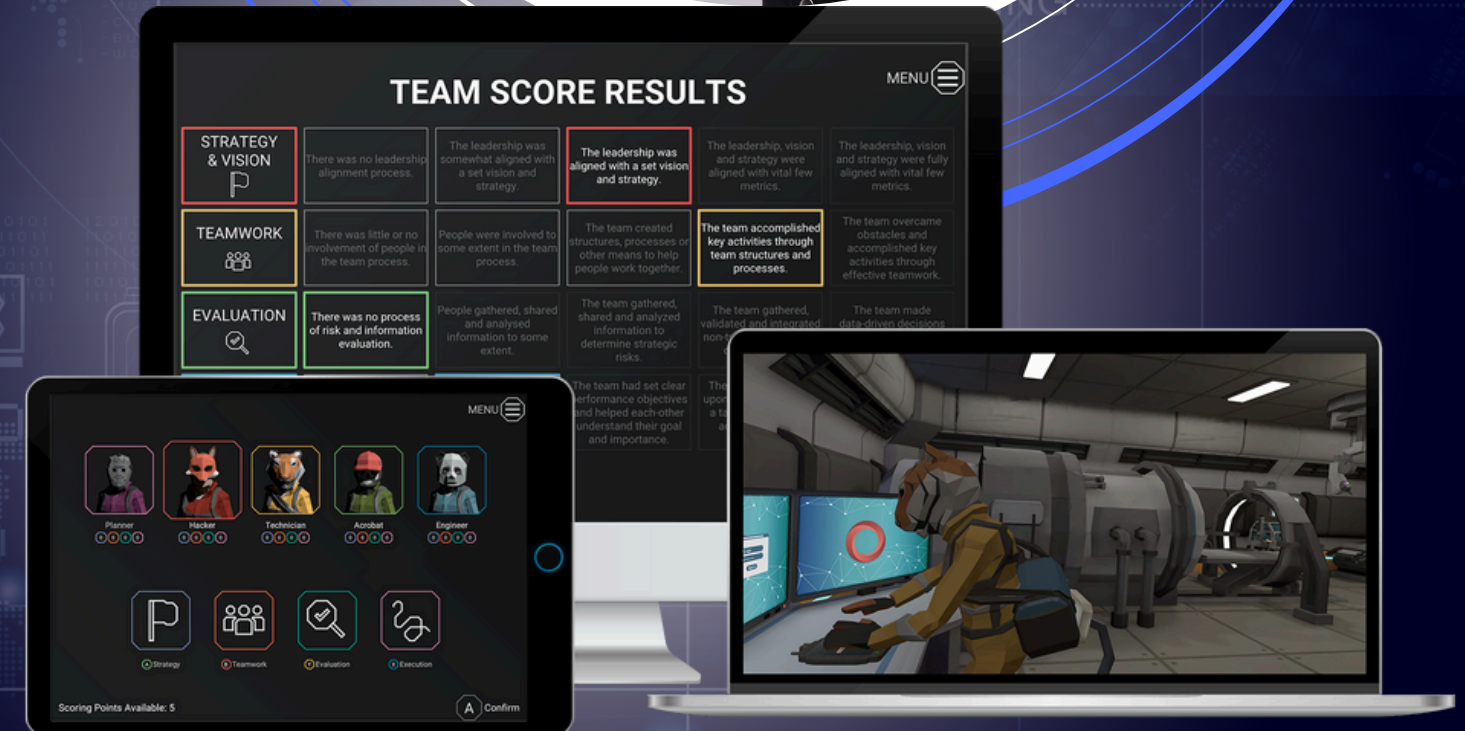
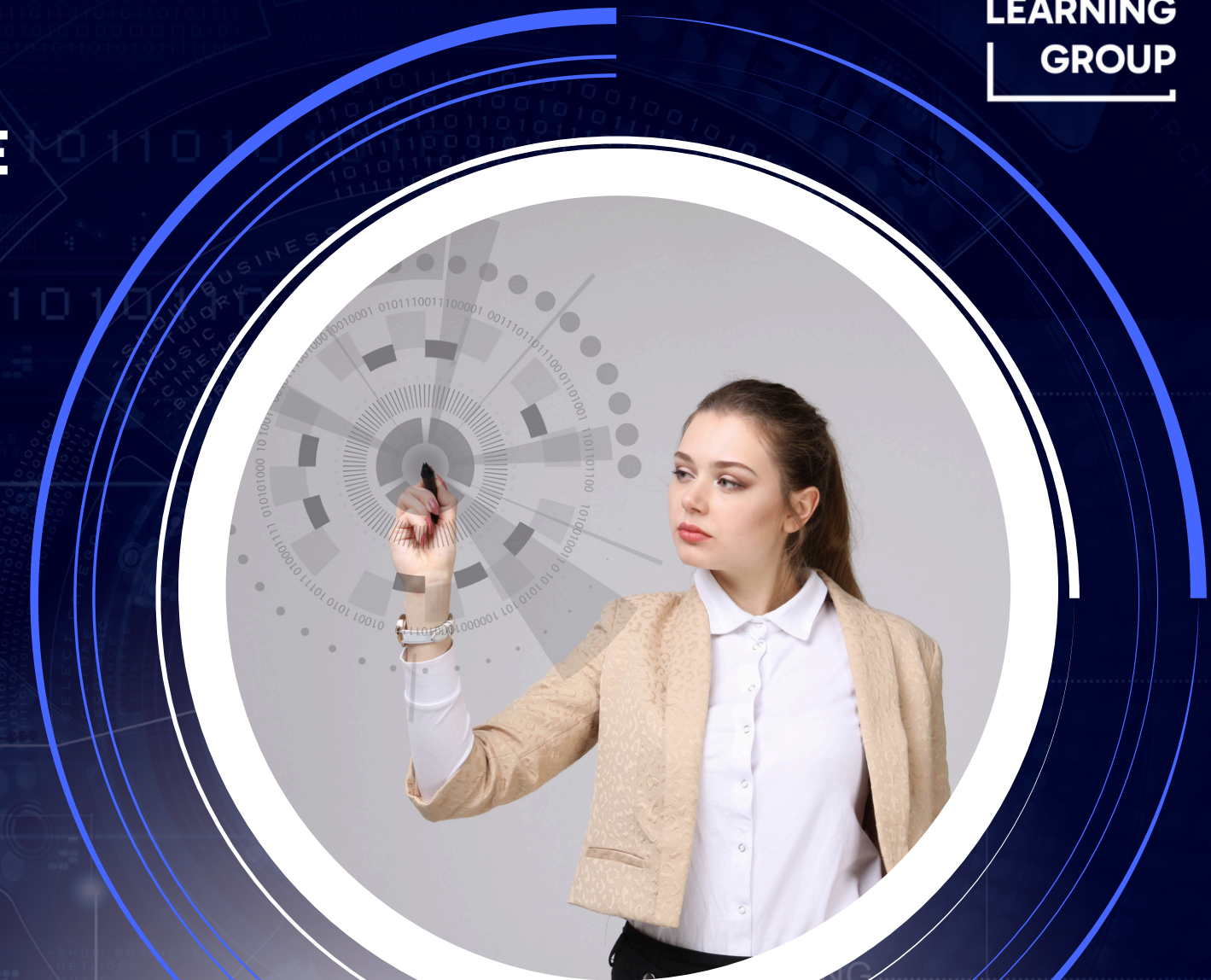
LEVEL UP POWERSKILLS & REINFORCE BEHAVIOURAL CHANGE

▶▶▶ Pathfinder empowers your teams through game-based simulations of real-world organisational challenges. These scenarios are delivered within an immersive team-play environment.

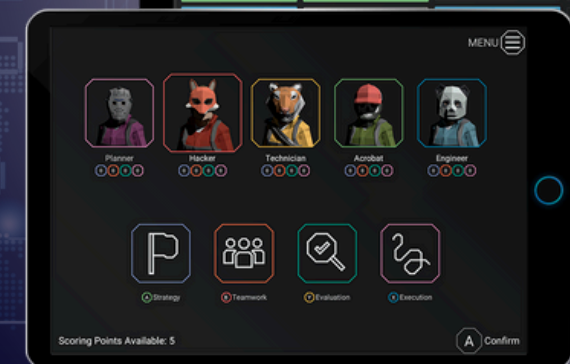
▶▶▶ The game play challenges the blockers & escapes the hierarchy of a traditional work environment whilst forcing creativity, communication, failure, resilience & agility within a platform designed to engage a wide audience. Learning is 'active' and retention is high.

▶▶▶ WHAT TO EXPECT

- Coached learning & live simulation sessions
- 3 full days on-site or remote access workshops
- Workshops can run on consecutive days or over an agreed timeframe, to align with your organisational needs
- Coached feedback session & observation report for leadership
- Tech support
- Access to learning library



TEAM SCORE RESULTS						MENU
STRATEGY & VISION P	There was no leadership alignment process.	The leadership was somewhat aligned with a set vision and strategy.	The leadership was aligned with a set vision and strategy.	The leadership, vision and strategy were fully aligned with vital few metrics.	The leadership, vision and strategy were fully aligned with vital few metrics.	
TEAMWORK P	There was little or no involvement of people in the team process.	People were involved to some extent in the team process.	The team created structures, processes in other means to help people work together.	The team accomplished key activities through team structures and processes.	The team overcame obstacles and accomplished key activities through effective teamwork.	
EVALUATION P	There was no process of risk and information evaluation.	People gathered, shared and analyzed information to some extent.	The team gathered, shared and analyzed information to determine strategic risks.	The team gathered, validated and incorporated information to determine strategic risks.	The team made data-driven decisions.	





PHIL YEOMAN

CoFounder | CDO, Coach & Disrupter
Data Literacy & EQ Coach

Future Learning Group was designed for non-gamers and gamers alike. The non-realistic narrative & characters offer an immersive experience creating the perfect environment to analyse behaviours in-action. As a coach, I can provide live feedback that offers a point of reflection on personal and team performance.



Development of digital, data & AI literacy that can lead to better navigation and use of technology creating more productive & efficient teams.

Development of stress management & emotional intelligence skills, which can support your teams with pressure and challenging situations.

Improved adaptability and flexibility in different situations, which can lead to superior performance & better execution of strategy.

EXPECTED OUTCOMES

THE ULTIMATE SOLUTION FOR UNLOCKING POTENTIAL

Enhanced problem-solving and critical thinking skills, which can lead to better decision-making and problem-solving skills, applied through real-world scenarios.

Opportunities for experimentation and learning from failure, which can lead to a more resilient and innovative mindset.

Enhanced awareness and understanding of different perspectives, developing effective communication and collaboration with people from diverse backgrounds.

FUTURE LEARNING GROUP



GET OUT OF THE VAN LET'S CONNECT

FLG OVERVIEW

EXPLORER

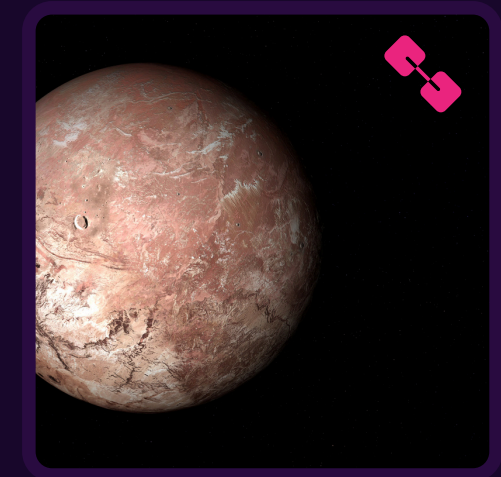
VANGUARD

TRAILBLAZER

GROUND BREAKER

PATHFINDER

Powered by **FUTURE
LEARNING
GROUP**



EMAIL

levelup@futurelearning.group