

THE GOOD TEAMMATE FACTORY

SPORTS TEAMS

Want Better Teamwork?

Everybody wants teamwork on their team, but teamwork doesn't happen without good teammates—individuals whose unique way of thinking propels their team to success no matter what team they are on. Whether it is sports, school, family, or work, the situation is the same.

The Good Teammate Factory is an online workshop that helps team members gain greater insight into the art of being a good teammate. It is the perfect preseason activity or mid-season tune-up for improving teamwork, reducing selfishness, and drawing teams closer together.

Players and coaches engage in the course content, which consists of a series of modules exploring different aspects of being a good teammate, in a group setting such as a meeting room or classroom.

The course is flexible in that it can be completed in a single sitting or divided up and stretched out over a series of meetings.

If you want to improve the teamwork on your team, The Good Teammate Factory is your solution!



Topics Covered Include:

- Identifying selfish tendencies
- Being more proactive
- Embracing the three rules of loyalty
- Countering jealousy
- Strategies for confronting toxic behaviors
- How to invest in other teammates
- Cultivating empathy
- Handling criticism
- Creating psychological safety
- Embracing roles

What would it be worth to have better teammates on your team?

- Less stress!
- More fun!
- Better memories!
- Stronger bonds!
- Increased Efficiency!
- Fewer conflicts!
- Greater productivity!
- More victories!





In the Course You Will:

- Explore the “Good Teammate” mindset
- Learn how to recognize habits that disrupt your team’s culture
- Discover the Five Keys to being a good teammate
- Learn specific terminology that encourages teamwork
- Deepen your understanding of putting WE ahead of ME
- And much, much more!

What Do You Have to Lose?

If you’re not satisfied with the course, we offer a 100% money back guarantee. No questions asked!



Frequently Asked Questions

Who is this course for?

It is for sports, cheer, or dance teams. The content is appropriate for the junior high, junior varsity, varsity, intercollegiate, and professional levels. We do not recommend this course for individuals below the age of 13. Teams do the lessons together as a group (e.g., the entire team watching on a projection screen in an auditorium, classroom, or meeting room).

How long will it take to complete this course?

Depends. We generally recommend treating the course as a half-day workshop. However, users have the choice of completing the course in a single sitting or dividing it up over a series of meetings (i.e., doing one lesson each day). The combined duration of the video content is about 3.5 hours. Additional time should also be allotted for group discussions. The amount of time spent on group discussions is entirely up to the person moderating the course.

How much does it cost?

The Sports Team track costs ~~\$497~~ **\$397**.

How do I log into the course?

After purchasing the course, you will receive an email containing your username and password. You will also receive detailed instructions for how to effectively moderate the lessons. Since the course is done as a team, only the moderator (coach) will receive login credentials.

Can teams do the course virtually through video conferencing applications like Zoom or Microsoft Teams?

Yes. Although the preferred approach is for teams to do the course live and in person, doing the course virtually through videoconferencing apps requires nothing more than the moderator logging into the course and sharing his or her screen with with the rest of the group. All necessary handouts can be sent to individual participants prior to the meeting(s).

Discover more at

WWW.GOODTEAMMATEFACTORY.COM

