



Project Management

A Northgate Training Game

A business game that enables delegates to work on a real project and measure their efficiency.

Can you plan a six-week schedule for the construction of a log cabin? You must come in under budget - and ensure the project does NOT go into the red at any stage!

To succeed you need to plan the labour, schedule tasks well, plan contingencies for bad weather and have materials arrive at the right time. It's quite a challenge!



How it Works

Working as a project team, participants learn from experience about: analysis of the task, constraints, cash flow management, use of resources, profit margins, work scheduling, contingency planning, critical path and Gantt charts - but in a simple way that anyone will be able to cope with.

Teams have 90 minutes to schedule the construction of a log cabin taking into account labour, material, cashflow, delivery times and contingency plans for bad weather.

Can you score 100% for your planning?

When all their work is done simply enter their final plans into the computer or laptop and each team receives a full analysis report plus a score out of 100.

This is not a difficult exercise and no special skills are needed to make a reasonable show of completing the project on time – but you'd be amazed at the problems that real project managers create for themselves. The message is – be logical, keep it simple and don't get bogged down. A good lesson for any manager.

An excellent introduction to:

- project planning skills (work scheduling, cash flow, use of resources, costing)
- setting objectives and priorities
- team briefing and checking understanding
- contingency planning
- teamwork for a planning team

What to do

- 1 Give a brief Introduction to the exercise, using the PowerPoint presentation.
- 2 Issue each team with a Briefing Folder and a Planning Chart.
- 3 Allow teams up to two hours to complete their planning and come up with a schedule and a quote.
- 4 Collect in their completed Decisions Forms from teams and input into computer – a simple process.
- 5 Enter data from forms onto the Computer Program each team's report.
- 6 Begin the Debrief by asking each team to give feedback on their teamwork and planning (before issuing the final reports).
- 7 Issue the reports and award the contract to the highest scoring team.
- 8 With the help of the PowerPoint presentation, lead a discussion on the key points that emerged from the activity, then summarise how project planning skills can be improved back at work.

Users' Comments

"Excellent. Very stimulating and thought provoking."

"We used project planning as a stand-alone activity to identify specific gaps and for the reinforcement of existing skills. The activity had a high impact both in the 'doing' of the activity itself and in the review following, as knowledge was willingly shared. Feedback from the delegates was exceptional and the session ended with a standing ovation!"

Timing: 2 to 4 hours + debrief.

Numbers: 3 to 24 (up to four teams of 3-6 per team).

Who: Staff at any level.

PC required: One computer (or laptop) and printer required.

Licence Free: When you buy this training material, there are no restrictions on the number of times you can use it.

Cost to buy: You can buy this business game (which includes a trainer's manual) and use it yourself for £495 + delivery and VAT (if applicable).

We will also run this game for you, please contact us for details.

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