



# RollaBall!

A Northgate Training Game

**A practical and fun activity that allows creative expression through planning and communication!**

RollaBall! is a riot! Three teams in different areas or in their own syndicate rooms each have their own team objective. But also, they have an overall objective to achieve.

After just one hour the three teams are brought together to assemble a structure - each team having been responsible for one-third of it. Will it fit together and do the job it is intended for?

During the hour, one person from each team can meet with one person from either of the other two teams to discuss the project. There can never be more than two people at a meeting. Plenty of opportunity there for Chinese Whispers!



Teams can earn construction materials including scissors and paperclips by answering a number of simple questions (the solutions to which the other teams have!).

At the end of 60 minutes they have just five minutes to join the three sections of their construction together and see if the totality works. There is a simple trial to test it. If it doesn't work generous Trainers will allow a three-minute amendment time before a second trial - and either splendid success or abject failure.

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## Key points...

RollaBall! is great fun but also, each session illustrates the importance of some or all of the following skills:

• Ability to work as a team	• Vision
• Ability to work with other teams	• Decision-making processes
• Trust	• Time management
• Liaison with internal customers	• Planning skills
• Being part of a larger enterprise	• Quality work
• Motivation	• Motivation
• Strong leadership	

## Users' Comments

*“Used at a conference for Chartered Accountants and the best learning points include the need for planning, effective communication and COLLABORATION, not competition.*

*Rollaball! is one of the most effective team work tools I have used. It is great fun for participants and builds an excellent team spirit on which further training may be based. I really enjoyed using it and achieved outstanding results.”*

## Running the Activity

1. Introduce the activity and then divide the group into three teams and install in separate rooms or areas.
2. Set up a neutral area for inter-team meetings. Issue team briefs (different for each team) and the construction materials.
3. Leave well alone for 60+ minutes! Then bring teams together and allow five minutes for consolidation.
4. Conduct test of the structure.
5. Issue review form.
6. Conduct debrief.
7. Issue Action Plan for performance improvement.



By reflecting on how individuals performed within the team and how they interacted with the other teams, participants in RollaBall! come to an awareness and understanding of the need for key teamwork and cooperation skills. It is important at the end of the activity to relate the lessons of the exercise to what happens in the workplace. This transfer of learning is key!

Above all, teams are made aware that all parts of an organisation have their own part to play, their own problems and their own desire to perform well. Different departments or units should work together, if wider organisational objectives are to be met. Good inter-team communications are vital for this process.

Getting this common-sense lesson across is an essential part of performance improvement, employee satisfaction and motivation - as well as increased profits.

**Timing:** RollaBall lasts for 1 hour + debrief.

**Numbers:** 9 to 21 (3 teams of 3 to 7 per team)

**Who:** Staff at any level.

**PC required:** **None.**

**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 £350 + delivery and VAT (if applicable).

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

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