



Sleuth!

The Teamwork Activity for **LARGE GROUPS**

SLEUTH! is a simple murder mystery (with no actors and no role play), designed for large groups. It is great fun but also contains strong messages about organisations being teams within teams and the need for cooperation and trust between different departments.

But in-built rivalry and dishonesty tend to wreck the best of plans in this lively activity. Whatever the outcome on the day, **SLEUTH!** will demonstrate that within an organisation people should share information freely and work together in a culture of cooperation.

It is amazingly easy for Trainers to run. Simply hand each of the teams their **SLEUTH! Folder**, containing everything they need to know, including a colour map of Tudor Grange, the scene of the murder. You can then sit back and observe teams unfold the mystery!

It is ideal as a starter activity to break the ice, an evening activity for a residential course or a round-up activity at the end of a training event, to bring together a variety of themes.

► Key Benefits

- Assesses teams' cooperative teamwork skills
- Allows teams to work on solving problems
- Tests powers of reasoning and deduction
- Rewards good communication skills within and between teams
- Challenges participants' organisational skills

► The Situation

Each of 10 teams represents a weekend guest at Tudor Grange, the country mansion of Lord and Lady Botley. A murder has been discovered and guests are asked to put their sleuthing skills to the test. They must identify...

- the murderer
- the motive
- the weapon
- the location.

In addition, teams have other information to gather and some 'unsolved' cases to work on.

To make progress, teams need information from each other. They also realise that the murderer is one of the guests and that there was an accomplice - also a guest. So teams know that while they need to work with each other, **two of the teams cannot be trusted.**

Meanwhile the 'murderer team' and the 'accomplice team' try to throw other teams off the scent. Unfortunately for them, the shock of the murder has given them both a bout of amnesia - so first they have to find each other! But if they can solve all the problems themselves they too can win. The race is on. Can the eight teams work cooperatively together and identify the criminals or will the wily murderer and accomplice teams win the day?

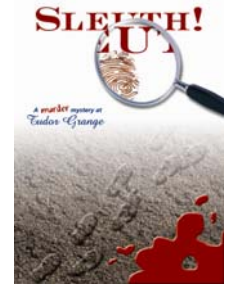
Rather than cooperating, teams, in general, compete with each other, especially when there is a prize involved! In **SLEUTH!** it works very well if you ask for a £1 contribution from each participant - for the 'Police Fund' **This fund goes to the winning team (or teams) - or - if they fail to solve the murder mystery - it goes to a charity of their choice.** In practice, mystery solved or not, teams often suggest the money goes to charity anyway.

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► How it Works

In this murder mystery, there are no outside actors and no role play.

- 1 After a brief introduction from the Trainer, (PowerPoint slides provided) teams read their team folder, weigh up the situation.
- 2 Having worked out which of the guests their team represents they have a number of problems to solve, some of which can only be completed *if teams cooperate*.
- 4 Each team also makes four police identity cards which, if presented to another team, force the other team to *speak honestly*. But they can only be used once, so judicious use of these is vital in thwarting attempts to mislead or lie!
- 5 An 'Unsolved Cases' booklet gives teams extra problems to solve, ensuring that *everyone* is fully engaged throughout.
- 6 Good teamwork and effective problem analysis are key to the whole process. Any team (or group of teams) solving all the problems and cases wins the prize to share among themselves. But the ability to work together is a rare commodity!



► Relevance to Work

SLEUTH! is great fun but is also packed with teamwork lessons all discussed in the Trainer's Notes and summarised in the PowerPoint slides - so you can easily lead a discussion about teams, work culture, communication, trust etc. in ALL successful organisations a **culture of open communication, cooperation and trust is vital** - but this has to be engendered. Departments are not always willing to cooperate - some can be positively hostile. Managers must counter people's natural instincts to compete *within* the organisation and develop a **ONE TEAM PHILOSOPHY**.

Timing: This training activity runs for 2 hours + a debrief

Numbers: This training activity is designed for large numbers on conferences, seminars or events. It is ideal with 40 or more delegates in up to 10 teams (with 3 to 8 participants in a 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 £1,000 + delivery and VAT (if applicable).

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

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