

### Ideal for

- Problem Solving
- Teamwork
- Assessment centres and recruiting staff.

An 'under-pressure' situation that tests participants' teamwork, communication and problem-solving skills. Only well-organised teams, with a sound approach to the main problem, will succeed!



This business game brings out all the lessons of good teamwork and the need for the whole team to be in constant communication. Practical and fun, this is a one-hour gem that will liven all team courses and draw out key lessons on teamwork, problem solving and communicating.

### The Process

Disaster in the form of an earthquake has struck eight remote villages leaving them desperate for emergency supplies. Limited by fuel, teams must agree an effective flight over the region to drop much needed supplies. Plan an over-ambitious route and there's the danger of running out of fuel and crash landing!

This colourful exercise is both practical and strategic. Using a variety of wooden blocks which represent tents, medicines, food and other supplies, teams must first sort out what each village needs. They then need to pack the Cargo crates for an accurate drop according to the flight path. This needs careful planning. Often groups will split into pairs to work on the different issues - but of course the crates cannot be finally packed in the simulated Cargo hold until the best route on the map has been decided.

Fluid communication is vital throughout, and well organised teams will co-ordinate the workload and keep everyone involved in the planning process. All too often, however, the team members will 'get on with their bit' and assume it will all come together in the end!

Co-ordinating the activity effectively produces the Pilot's Log. The computer program analyses this to produce a feasibility report on their planned route and then the crates need to be judged to ensure accurate packing. The crates must come out of the hold in the right order as the plane overflies the region.

Once teams select a route that works they rarely look for a more efficient alternative - in fact there are a number of ranked routes. How close to No. 1 will your delegates get?

Used on assessment centres, recruiting staff, graduate induction courses and all types of management programmes where teamwork is a focus.

### Users' Comments

*"We use AirLift! in our Graduate Recruitment Centre as an exercise for observing teamwork."*

**This exercise challenges a team's ability to:**

- solve problems
- make decisions under pressure
- allocate resources effectively
- integrate delegated work
- use a structured approach
- identify the constraints
- set objectives
- work as a team

**Users' Comments**

*"We used AirLift! on a leadership course with 32 participants aged 24-40. The exercise brought out very clearly the need for teamwork in setting objectives and controlling the work of the group.*

*The greatest learning points were that any team needs to spend time planning a structured approach to a task and ensuring that everyone is totally clear on what has to be achieved. AirLift! proved to be an excellent learning platform and was one of the highlights of the course."*

**Timing:** This business game runs for 1.5 hours.

**Numbers:** Up to 4 teams with 4 to 6 delegates in a team (for each business game).

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

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

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