

A fun 'action packed' creative game with something for everyone. It helps individuals and teams develop the creative thinking skills that are required for effective corporate teamwork.

There are activities for the 'thinkers' and the 'doers' and many activities where effective teamwork is required.

Overview

Teams enter a competition where they can compete against one another or compare themselves with other teams who have enjoyed this activity.



The objective is to earn as much money as they can in the time allowed.

Teams have to make important decisions about which tasks to go for because there are more tasks available than can be achieved in the time.

The profit from each task varies; so do they go for a high value task which takes longer, or low value tasks but are easily achieved?

Many teams quickly get into achieving the tasks, but to be successful they need a business plan and recognise the skills of the team!

Time scales need to be agreed or they will get carried away with the tasks and forget important deadlines!

In addition to creativity, teams achieve success by making the most of these key factors:

- Speed;
- efficiency and
- quality.

There are a number of team tasks where teams compete against the clock to complete the task. It is a fun way to develop creativity, time management, communication and effective teamwork.

The emphasis is on success through planning, team co-operation, excellent communication and negotiation.



The activity is ideal for corporate team building and business seminars and conferences.

It is also a flexible learning resource that allows you to examine key team competencies and behaviours. Choose from the many activities for team meetings, assessment centres and team development courses.

“Good, active and a variety. It showed skills not usually obvious in the workplace which highlighted new strengths for individuals and the team. A very useful day with fun team tasks which we'll remember.”
H. Rossiter - Yell Group

The Process

Teams form part of a project team in a new company whose aim is to make as much money as possible by achieving the following activities:

- 70 Creative Tasks
- 10 Solution Seeking Tasks
- 4 Team Tasks
- 7 Saboteur Identification Tasks

Each team competes against one another and the winning team will be the one that makes the most profit. This is like any business that has to compete in the market place against similar companies.

For example; the team above earned £1,250 by finding this place and these items. Sorry, no clues to what they are - it will spoil your creativity!



These are examples of the Creative Processing Tasks:

Find something where you will always find happiness	£200
Produce a photograph of a team member next to a boat floating on the water	£200
Get a team members leg through a postcard without cutting a hole in the postcard	£100
Produce a picture of a course member next to a police car, fire engine or military vehicle	£300
Produce evidence that a team member has been 4 metres underground	£100
Produce a list of uses for a ballpoint pen (other than writing). Value per use	£20
Produce a sample that could be used in a Stempeln Sie Sammlung	£200

This activity gets the team working and thinking together. They often dismiss some of the tasks as unachievable, but when they apply lateral and creative thinking someone in the team will often come up with an answer. For example, one of the tasks is to produce a picture of an aeroplane taking off. There is nothing to stop them making a paper aeroplane and launching it!

This team earned £300 by finding this 'military vehicle' at the hotel.

We have designed this activity to be both enjoyable and adventurous for all members of the team, no matter what their level of fitness or ability.

This team building exercise is a series of creative and development activities; a fun way to develop creativity, time management, communication and effective teamwork.



The most successful teams consider ALL the options, before selecting the most effective method to achieve the activity.

You can buy this game to use as many times as you like or we will run it for you in the grounds of your premises or inside (depending on the facilities at your premises and the weather.)

"I have now had a chance to review the feedback forms which have all been very positive towards the activities you managed for us at our Managers Conference. As you know, it was the first time we had progressed such events and we were a little unsure of how it would be perceived but it worked very well with the 'team' atmosphere carrying on into the evening!

We will definitely be looking for further events next year." S. Fake - Colas

Roman Numerals

Change the following Roman numeral to 6 by adding only a single-line:

IX

What day is it?

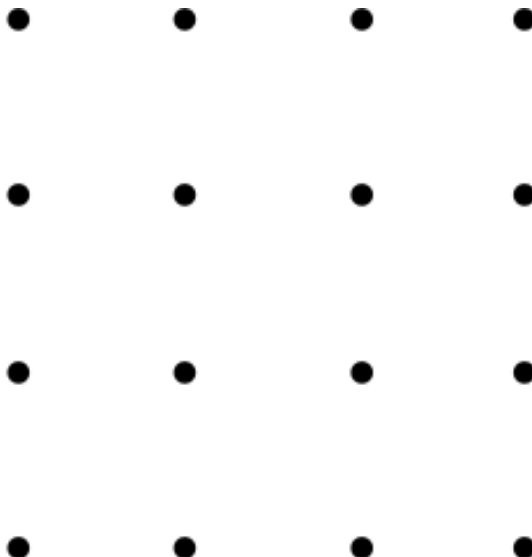
Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday

What day is two days before the day immediately following the day three days before the day two days after the day immediately before Friday?

The Dots

Using a pen draw no more than six straight lines that connect all 16 dots.

You must not take your pen off the paper or go back on a line.



"I loved it! There was a variety of exercises which required varied skills including creativity and logic - something for everyone. I really enjoyed getting to know people from other departments - really encouraged team work."

L. Manneimer - Access Accounts

Example Team Tasks

Team Tasks are a series of activities where teams compete against the clock to completing the task.

It is a fun way to develop creativity, time management, communication and effective teamwork.

The emphasis is on success through planning, team co-operation, excellent communication and negotiation.

Here are some examples of the team tasks that can be completed indoors or outside.

The Magic Canes!

Teams must work together to control the 'magic' canes.

This is a good energizer and is harder than it looks!

NB This team were also doing another exercise requiring the use of helmets - they are not required for this activity.



The Blind Task

Without the blindfolds the task is easy; but when all the team has them on it takes on a different perspective.

Good leadership, communication and trust are essential to complete the task.

All will be revealed when you buy the game!

"Great chance to get to see and know people and discover their different skills, talents, etc.

R Cahill - Smith & Nephew



The Crossing

Teams must find a way of getting some 'valuable items' across an area without damaging them.

We will reveal what the 'valuable items' are on the day. Teams soon learn that these (like their customers) need handling with care!

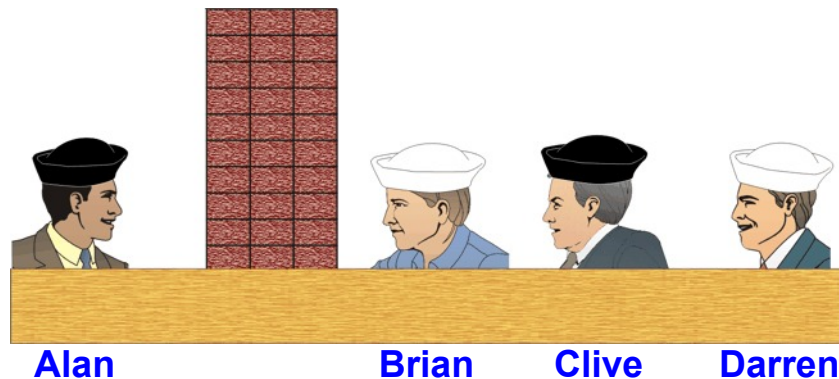


Example Saboteur Identification Tasks

The motive is not clear, but someone clearly does not want the company to perform well. A saboteur has been damaging equipment including corrupting your computer files. The police are involved, but the saboteur is cunning, extremely intelligent and becoming increasingly confident because it is apparent that no one knows the person's identity.

Such is the confidence of the saboteur, that he or she is now playing games and leaving clues at the scene of each crime. The police have not been able to make sense of the clues and have asked for your help.

My first name is the same as the caller!



Four work colleagues are held hostage and buried up to their necks in the ground, so can only look forward.

Between Alan and Brian is a brick wall which cannot be seen through. So Alan and Brian can only see their sides of the brick wall, Clive can see Brian and Darren can see Brian and Clive.

They know that between them are 4 hats, 2 x black and 2 x white, but they do not know which colour they are wearing.

To avoid being shot one of them must call out to the executioner the colour of their hat. If they get it wrong, everyone will be shot.

They are not allowed to talk to one another and there are no outside influences or other ways of communicating. After the 10 minutes the executioner tells them that one person must call out the colour of his hat.

Q The one that called out has the same name as me?

Q. Why is he sure of the colour of his hat?

My last name is one of these twelve, but which one?

JACKSON, NAPIER, X, DAVIS, SMITH, HERRIET

- | | |
|-------------|-------------|
| 1. LEA | 7. JEFERSON |
| 2. MALSTER | 8. NEPHEW |
| 3. JENNINGS | 9. GREY |
| 4. SMITHSON | 10. READ |
| 5. DAVISON | 11. BROWN |
| 6. DAWSON | 12. CRICK |

These are some examples of the fun tasks and exercises in the Creative Business Company.

We will adapt The Creative Business game to meet your objectives. For example, if you want delegates to experience change we change the rules and tasks during the game.

It provides teams with many activities which are fun, challenging and rewarding.

Cost to buy: You can buy the game and use it yourself for £495 + VAT and delivery. We will also run this game for you, please contact us for details.

Timing: The game can run from 1.5 to 6 hours plus time for a debrief. If you are going to run it for a shorter period you can remove some of the tasks.

Numbers: Up to 6 teams with 3 to 8 delegates in a team (for each business game).

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 £495 + delivery and VAT (if applicable).

Users' Comments

"Thanks to you and your team for a very enjoyable exercise on Tuesday's event. It was really good fun, but with a serious message which I think Chris put across very well at the end of the exercise."

"As promised, here's some verbatims from the feedback exercise I did following Anne's event that talk specifically about your session. People were asked what the highlight of the event was for them."

"The afternoon team event was informative and fun."

"The event in the afternoon was certainly enjoyable."

"The team game - good for networking and team work."

"Team bonding session in the afternoon."

M. Chambers - Openreach

"We had an excellent day with Elite Training. The Creative Business Company, not only enabled us to challenge ourselves but also helped to build team spirit which will be carried on into the workplace. A big thank-you to Mick and Liz."

H. Needham - BT

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