

Stepping into the unknown is necessary for any team to grow and move ahead, but how will your team perform?

- Will they take risks?
- Do they consider all the options?
- What happens when the unexpected occurs?
- Do they learn from their mistakes?
- What is the leader's role?
- Did each team member fully understand the task?
- Do they support and encourage each other?
- How do they deal with feedback?



These and many other important issues are revealed in this exciting training activity.

How it works

A Minefield area has been marked into areas to help teams identify a safe way of getting to the other side. But there are no markers on the areas to show which ones are safe.

If they step on a mine, they will get a sound warning them to get off it quickly. If they step on it again, they will hear an explosion which will be treated as if they have killed all the team members!

When a team member gets a warning from an activated mine they must leave the minefield by the safe route they have discovered and the next team member has a go at finding a safe route.

So which way should they go? Unfortunately they have no writing material to record the steps they have taken and the mines are also voice activated so they cannot talk to each other.

It is easy to begin with but it soon gets exciting as their options get restricted and time is running out. They must learn where the mines are and help each other to find the way through the minefield.

The debrief brings out many key points about the way the team performed and how they can use the learning points in the workplace.

The kit consists of:

- 42 mats to form the minefield area
- a 'noise' devise to warn members if they step near a mine
- facilitator's guide, participant briefs and reusable review sheets
- the guide contains different options to bring out different learning aspects.

Benefits of Minefield:

- Acts as an ice breaker between groups and leads to greater understanding between group members
- Creates a territory in which the group must devise a strategy for progress
- A fast route to powerful and transferable learning
- Absorbing, exciting and challenging
- Versatile enough to meet a wide range of learning objectives
- Appropriate to any group with a shared language
- Easily integrated into any training situation
- Portable and simple to set up and administer
- Ready to use and needing no additional equipment or facilities
- Supplied with clear instructions and review suggestions.

Fun Activity

You can also use this as a fun activity by seeing which team can complete it quickest. They will soon learn "More haste, less speed" and "Failing to plan is planning to fail!"

We develop and sell a wide range of business simulation games and training material. We also sell selected training activities produced by top training companies.

Timing: This training activity runs for 30 to 60 minutes depending on your desired outcomes.

Numbers: 1 team with 3 to 8 delegates in a team (for each kit).

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 £250 + delivery and VAT (if applicable).

To run this with more teams at once; you can buy another kit for £100 + delivery and VAT (if applicable).

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

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