

A highly versatile, practical, training resource which offers trainers a dynamic addition to their repertoire in a wide variety of situations.

Supply Chain illustrates the complexities of working within organisations and the need to balance personal, functional and organisational goals and targets in order to be successful.



The activity kit contains all the equipment and information required to offer two different activities:

"Source or Sink" - an exploration of the dynamics of customer/supplier relationships and the efficiency of supply chains.

"Networking" - a team-based problem solving exercise.

Both variations have the common feature of requiring the full involvement of all participants as success depends on effective team working and communication. The situations developed during these exercises have obvious workplace parallels, making transference of the learning back to the workplace achievable with a high degree of impact.

"Networking"

Each participant is connected via a rope link to the other members of a network, which has been chosen by the facilitator. Participants move a colour-coded set of chain links around this network in accordance with rules governing their flow. Each participant has a prescribed sequence of chain links which, they must remove from the flow in order to achieve their individual target. Once an individual has achieved their target they can no longer take an active part in the flow. The overall aim is for members to achieve their individual target.

"Source or Sink"

The members of the participating group are arranged into a network form which has been selected by the facilitator to give either a requisite degree of complexity, or as being representative of the real workplace network occupied by the participants.

Network Modelling

Once the rules governing supply and demand in customer/supplier networks have been realised, experientially through the medium of the Supply Chain exercises, this learning can be applied to the work situation of the participants.

The equipment provided allows the structure and management of information and/or commodity flows within real organisations to be recreated so that experiments designed to increase the efficiency of these networks can be conducted.

The active and participative nature of these experiments, with people occupying their real or representative places in the networks, make the transfer of learning back to the workplace in the form of action recommendations a much more dynamic process than paper based analysis could produce.

Training Outcomes

- Understanding the dynamics of customer/supplier and other organisational networks.
- Awareness of the need for communication and mutual support in these networks.
- Ability to diagnose problems and recommend appropriate solutions in these networks.
- Teamwork and problem solving skills development.
- Consultative management skills development.

Some Business Training Applications

This training exercise is particularly useful where:

- customer/supplier relationships need increased efficiency
- employees need to take increased responsibility for customer relations
- the dynamics of business networks need to be demonstrated
- there is an intention to design or redesign business networks
- customer focussed teamwork is seen to be valuable
- network problems need to be explored and resolved
- problem solving skills need to be developed
- a balance between individual and team targets needs to be achieved.

Timing: This training activity runs for 40 minutes + debrief.

Numbers: 6 to 12 delegates (for each activity).

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 £489 + delivery and VAT (if applicable).

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

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