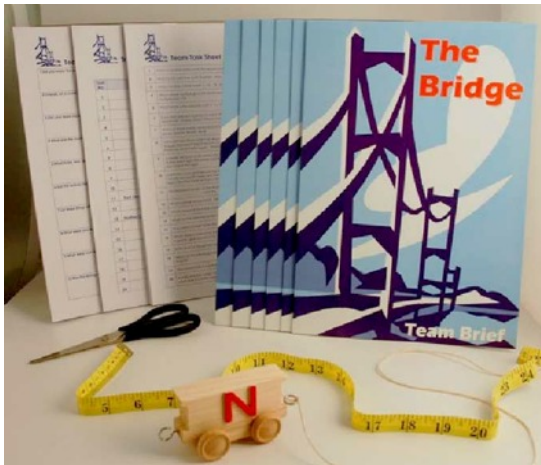


Construct a model bridge and tow the cart safely across. A straightforward task but careful planning and communication are required - can you go the extra mile, like all high performing teams?



To make your model bridge you need resources: A4 card, disposable cups, sticky tape and scissors. You buy these with points earned by solving a series of problems. Some are easy but the harder the problem, the greater the worth in points. Be careful, you only have one attempt at the answer so make sure you get it right.

Once you've designed your bridge you can start constructing but remember your overall objective is to get the highest point score possible, so don't waste points on resources you don't use. Another way to win points is the length and height of your bridge.

Watch the design. If the cart topples or runs over the edge, you lose out on the massive 100 points you get for a successful crossing. How you maximise both opportunities is up to you!

It's vital that your team thinks first because in the excitement and momentum of solving problems, buying resources and seeing your bridge materialise, it's hard to keep cool. And at the end you just might kick yourself!

Participants will learn:

- to read instructions carefully
- to think before acting
- to think outside the box
- to optimise the use of individuals' skills
- a team is more than the sum of its parts

Trainer's Role

1. Introduce the activity
2. Issue Team Briefs and Task Sheets
3. Issue resources in exchange for points as team solve the various problems
4. After 50 minutes stop the teams, test the cart can be towed over safely and assess the final scores
5. Lead a Debrief to discuss the learning outcomes and key lessons
6. Relate the lessons to the workplace.

The training pack consists of:

- Trainer's Notes
- Team Briefs
- Construction card
- Paper cups
- Scissors and sticky tape
- Key Points Handout
- Team Review Sheet



Users' Comments

"The learning points include plenty about teamwork - to allocate team roles, to communicate better, not to take criticism personally, to apply more control, to focus more clearly on task objectives and to listen. A great exercise: enjoyable, fun, packed with lessons on teamwork."

"The Bridge went down a storm. It was very interesting to see how people think they are teams, but aren't "true" teams in the sense of working collectively."

"Brings out all the essential phases of teams, from forming and storming to norming and performing. Very useful game. Used it a lot with project groups, new teams and junior management."

Timing: This training activity runs for 50 minutes + debrief.

Numbers: 3 to 24 (up to 4 teams of 3 to 6 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 £295 + delivery and VAT (if applicable).

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

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