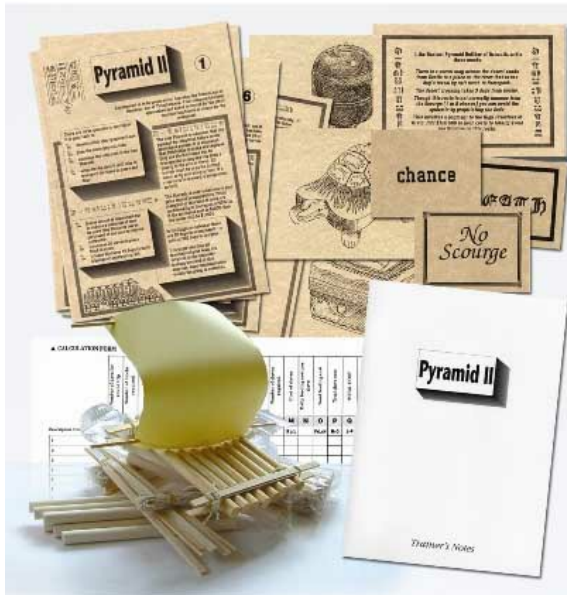


The sequel to the highly successful 'Pyramid Game' - still about teamwork but the project requires careful business planning and is more challenging!



As pyramid builders, you tender for the construction of a prestigious pyramid. The customer is shrewd and looking for a flawless project, within budget and on time.

Depending on your plans you'll need to construct a model raft or a bridge (materials supplied) to be sure your final presentation captures the client's imagination and convinces them that you are the right team for the project. All in the face of stiff competition!

Your team receives six briefing sheets but what is not immediately apparent is that the back pages are all different. Hopefully you'll soon realise this!

The project involves finding a site, estimating worker numbers, choosing the best stone quarry, planning a route to transport the stone (while avoiding areas of deadly 'scourge' disease), estimating the project completion date and quoting an overall cost. The route will determine whether you need the raft or the bridge.

There are a few hurdles along the way which add to the enjoyment of this all-round challenge of teamwork, business planning and persuasive presentations.

Learning Points

1. Team planning and organising skills
2. The elements of project planning
3. The need for risk assessment
4. The need for good communication between team members.

Comments from Users of this Training Game

"Energising and a real challenge for people of all levels in project teams. The best learning comes from the need to win the contract, the leadership, teamwork and delegation. Highly participative."

"We use this activity with credit risk analysts. It's fun, challenging and easily 'transferable' to the workplace. We can link the activity to influencing, problem-solving, risk-training and working with others."

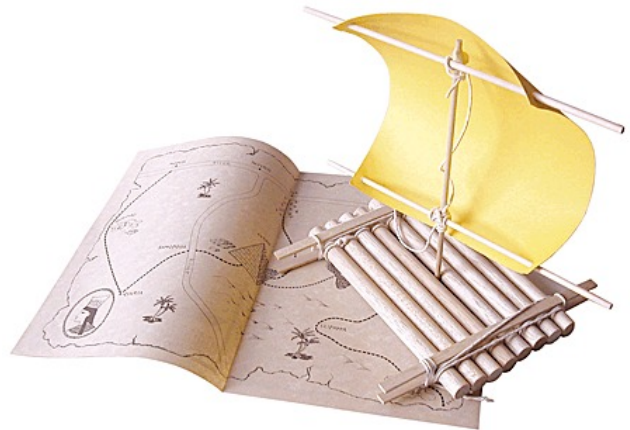
Trainers Role

1. Introduce the exercise and the timescale for the session
2. Issue sets of six briefs plus a construction kit to each team
3. Allow 1.5 to 2 hours for teams to work through the activity, build their construction and prepare a presentation
4. Observe the team process. Do they appoint a leader? Does a leader emerge? How is information shared? How is the task broken down and delegated?
5. Ask each team to present their case. Lead a discussion on each team's performance, the key learning points arising (refer to Trainer's notes) and announce who gets the contract.

Full guidance is provided in the Trainer's Notes.

The training pack consists of:

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



Timing: This training activity runs for 2 hours + debrief.

Numbers: Up to 4 teams with 4 to 6 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 £350 + delivery and VAT (if applicable).

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

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