

BLOCKBUSTER!

ICEBREAKER!

TEAM ROLE GAME!

ASSESSMENT TOOL!

IDEAL FOR RECRUITMENT

A REAL TEAM CHALLENGE

KEY POINTS

SKILL FOCUS:

- Verbal communication
- Listening skills
- Spatial awareness
- Problem solving
- Delegation
- Behavioural analysis
- Teamwork

NUMBERS:

- Up to 16 participants -
2 teams of 4 or more is ideal

TARGET AUDIENCE:

- Can be used at any level

TIMING:

- Good teamwork should mean
this exercise takes about 1 hour
to complete

PACK CONTENTS:

- Two sets of 81 blocks
- Timer
- Double-sided sticky tape
- Scissors
- Trainer's guide
- Scoresheet
- Models sheet
- Briefing sheets
- Black bag (with 7 shapes)
- Handouts (photocopy masters)
- Hint cards



Having a feel!



An exhausted team finally cracks it!

SUMMARY

BlockBuster! has proved itself to be a course winner! Get things off to a great start with this dynamic and unusual exercise by introducing the notion of what a high performing team should be all about. Such teams need a sense of direction, they need energy, they need all members to be pulling the same way. They need to understand the task quickly, set some objectives, delegate and get down to work. And they need someone to hold it all together and have an overall vision. They need a time keeper, some creativity, some team workers and a finisher.

Alternatively, you can give a group some input on teams and teamwork and then let them put it into practice in this great exercise. We've used it with graduates, on Away-days and with senior managers throughout Europe. It's always a winner and packed with training lessons.

BLOCKBUSTER!

WHAT TO DO



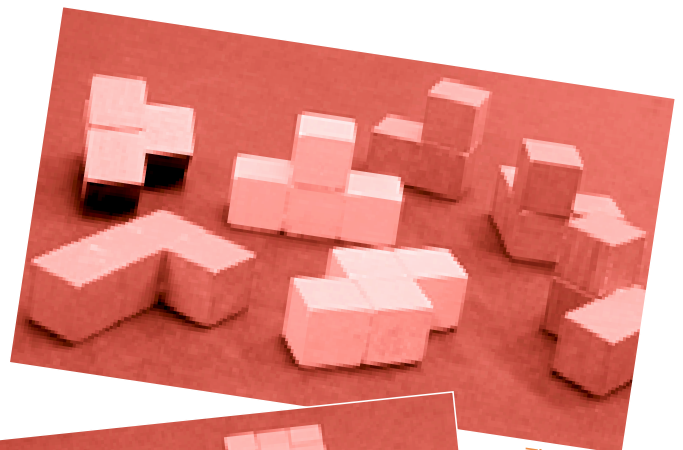
- 1 Divide participants into two teams. Ideal with 3-6 people per team, **BlockBuster!** also works well with teams of 7 and 8.
- 2 Issue a Briefing Sheet to each team. The group studies the Brief and works out its task and who should do what.
- 3 Each team also receives a set of blocks, a pair of scissors and a roll of double-sided sticky tape. Teams know that have to make three 'models' out of the blocks but first the blocks must be put together into three lots of seven different shapes.
- 4 Some of the team will study the 12 problems in the inside pages of the Briefing Sheet. If they can answer these correctly they can get a description of the three 'models' they have to build.
- 5 Someone else in the team needs to visit the 'bag'. Inside a black bag with special hand holes are the seven shapes the teams needs to construct. A team member can have a one minute 'feel' in the bag but cannot see inside. The feeler returns to the team after a minute and from a distance of one metre so (he or she cannot touch the blocks), they must describe the shapes verbally to allow the team to construct the correct shapes – using the blocks and the double-sided sticky tape.
- 6 Teams discover they do not have the right coloured blocks to do the task. What are they to do? Obviously they need to exchange some blocks with the other team!
- 7 Once three sets of the seven shapes have been constructed, each set in a different colour, construction of the models can begin.

8 Teams have to make a cube, a castle and a pyramid. If they are having difficulty then Hint Cards are available, but they will cost the team points. Is it better to spend the points and have a chance of finishing or save the points and risk the other team finishing first?

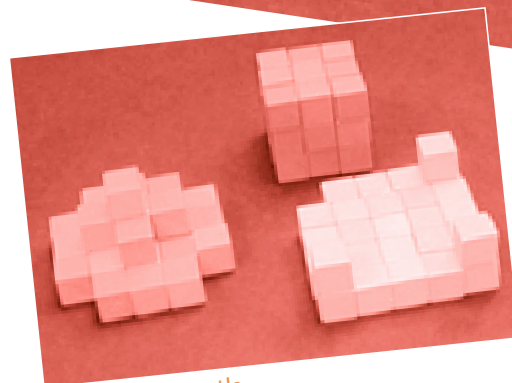
9 Teams score points for every minute they finish before the hour is up. So it's a one-hour task and competition is rife. But the first team to finish may not be the winning team!

- Great for teamwork
- Great for communication and problem solving
- Great as an icebreaker illustrating the team roles needed

Contents of the pack provide you with enough materials for two teams who share the bag. A special timer allows teams just one minute with their hands in the bag. Then it's back to the team to try and remember and communicate those pesky shapes!



The seven shapes to be made



The cube, the castle and the pyramid

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“The most hilarious game I have ever seen but packed with learning and a great developer of team spirit. Participants found it a real challenge but were over the moon when they achieved final success just within the deadline! But what I really like about it - it's so easy to facilitate and debrief. ”

Martin Jorgensen
Quidditas Training

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