



NORTHGATE

EXERCISES GAMES & SIMULATIONS

for Management Development

The Tower Game!

A fun, problem-solving activity that also tests teams' ability to Read the question, clarify objectives, work to high standards and involve everyone's skills to the best advantage.

Skill Focus

the need to read instructions carefully
the importance of setting objectives
the importance of delegation
need to check quality of work within team
the importance of delegation
problem solving
key teamwork skills
persuasion and influencing

- *Numbers* *Three teams of up to six*
- *Timing* *1.5 hours*
- *Cost* *£395 (plus VAT for UK) Delivery £9.75 for UK, £45 or less elsewhere.*
- *The use of one PC and printer is optional*

Summary

The Tower Game is an exciting and lively activity that immediately punches home some key learning points. It works well to demonstrate how the actions and behaviours of others can be distracting to completing your own objectives and will open up interesting discussions towards forming a focussed team.

Participants work in three separate teams. They each have a number of problems and brainteasers to solve each of which is worth so many points. Teams are trying to score as many points as possible. They are told that they may swap points for building blocks and these blocks can be built into a tower.

However, as stated in the Brief the objective is for **each team to score as many points as possible**. Once teams have solved one of the problems they can enter the answer into the computer and they will be told if it is right or wrong. Teams only have one attempt to get the full score for a problem; if they get it wrong then any subsequent right answer will only score half the points. So quality is a critical issue.

All too often teams work away individually on problems and then dash up to the computer to answer a wrong answer thus cutting their potential score immediately in half.

Working in pairs or passing the problem around for other members of the team to check can be a valuable discipline. The exercise teaches teams to sit quietly and plan and work in a structured way together rather than leaping in and working in isolation.

Scores are shown on the computer screen so that teams can see what other teams are achieving which again can cause unnecessary panic and despair. All teams have to do is concentrate on their own work style and progress and not be deflected by what other teams doing or achieving.

Often a team coordinator is useful, not only to keep track of the team's progress but to maintain team morale, to help anyone who is struggling and to regularly review work method and achievement.

The Tower Game

How it works

Teams start by studying their Brief and being issued with the 16 Problems.

A single computer is located in the room and each team has their own secret code to access their part of the program.

If they have solved say Problem 3, they go to the computer, type in their code and then identify Problem 3. They type in their answer and the computer informs them whether they have got it right or wrong. In addition the computer gives them a letter of the alphabet which teams take back to their group. Together with the other letters for right answers the team can gain extra points by solving a puzzle, the answer to which is an anagram of all the letters they have collected.

Teams can save the points they earn or exchange them for coloured blocks. The Trainer has a stack of these and will 'sell' them to teams at a rate of one block for each 10 points a team hands over.

And so, the team with the highest tower at the end of the exercise will undoubtedly be the loser as they will have spent all their points on blocks. A team with no tower will probably win as they will have achieved the set objective – to gain as many points as possible.

The Tower Game can be played outdoors if required with the problems hidden in plastic folders around the grounds and teams have to first locate them and then solve them. A manual version of the game is included so that it is not absolutely necessary to use a computer.

The objective is to get the highest points. There was no mention in the brief of building the highest tower!

Competitive teams - with tall towers - will be devastated when the team with no tower wins - simply because they have:

- focussed on the objective
- read and understood the brief
- ignored the antics of others
- used all team members to build the points
- managed time effectively

Time to re-visit the team rules of which 'focus on the objective' is one!

The Trainer's Role

1. Set up the PC and printer (Optional).
2. Introduce the challenge and issue Briefing Sheets.
3. Allow 10 minutes for the teams to draw up their rules.
4. Issue a set of puzzles and problems to each team.
5. As teams build points allocate the bricks *randomly* from the box.
6. Observe as groups are distracted by the building activity.
7. After 60 minutes, announce the winning team –based only on points.
8. Refer back to the teams rules and lead discussion on the role of clear objectives.

ALSO.....

*THE TOWER GAME can be used as a COMPETITIVE, tower-building game.
(Full instructions provided in the pack.)*

The Tower Game Recent Purchasers

Alaris Medical Systems
BAA
Coca Cola
Crestco plc
Early Learning Ltd
EWS Railways
Gladstone MRM
Moat House Hotels
Nokia Mobile Phones
Priestley College Training Services
Roberts & Associates
Sheraton Hotels
TFE Business Group
Westinghowe Rail System

The Tower Game Trainer's Comment

“The Tower Game is a superb way to demonstrate the fundamentals of problem solving and team building – with a real sense of fun for good measure. This was the highlight of our course.”

David Atkinson, Newey & Eyre

TO ORDER

Please contact

NORTHGATE TRAINING LTD

SCARBOROUGH HOUSE
29 JAMES STREET WEST
BATH BA1 2BT ENGLAND
T 0044 (0)1 225 484 990
F 0044 (0)1 225 484 399

info@northgatetraining.co.uk

www.northgatetraining.co.uk


NORTHGATE
EXERCISES, GAMES & SIMULATIONS
for Management Development