

The Escape Room

Learning Objectives:

- to test how well teams perform when working under pressure
- to test teams' understanding of a complex task
- to practise organisational and time-management skills
- to highlight the value of teams interacting and sharing data with *other* teams (in cooperation, not rivalry)
- to test teams' approach to problem-solving (lateral thinking).

1 hour + debrief

12-24 (in four teams of 3-6 per team). A 10-team version is also available for use with 12- 60 delegates per session

Staff at any level

£395 ex vat (4-team version)
£850 ex vat (10-team version)

In this fun and challenging activity teams are locked in a room (in theory!). The doors are chained shut and there are just 60 minutes to escape! To taste freedom teams must discover the vital lock combination that releases the door. But first they must construct a tower to get reception to call for help should they fail to escape by the deadline!

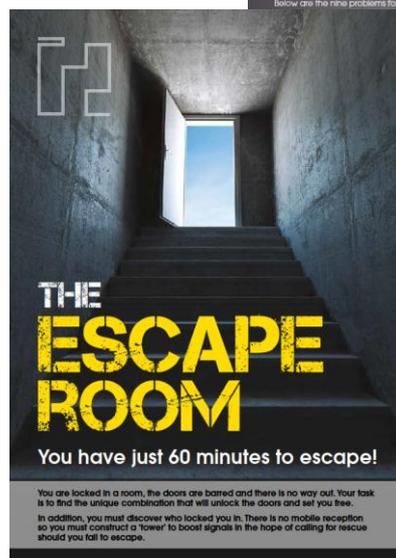
The lock combination is made up of a number of digits. Each team must find ONE of those digits so that when used together in the right order they unlock the chains.

Teams find the crucial digits by solving 8 problems. BUT- they are not all straightforward - it's very easy to go wrong if you are not organized and paying full attention to every aspect.

To ensure they solve the problems *correctly* teams need to work with each other rather than competing. Wrong answers incur time penalties. Two such penalties, for example, reduces the time available from the original 60 minutes to just 50 minutes. It's a race against time - but more haste often means less speed!

A correct solution to a problem earns teams a letter of the alphabet (although only the FIRST team with the right answer gets the letter). There are eight letters available which, when put in order together with other letters teams possess at the start, spell out who locked them in the room. Teams need to know this before they can escape.

So the teams' objectives are: find the combination, discover who locked them in and build a tower that meets certain criteria.



FREEDOM lies in demonstrating a whole range of management skills:

- teamwork
- getting organised
- working effectively with other teams
- attention to detail
- lateral thinking
- problem-solving
- good relations and communications
- coordination and leadership
- prioritisation

.....under TIME pressure!!

The Escape Room

Trainer's Role

- 1 Divide the group into four teams of 3-6 participants.
- 2 Set the scene. Explain that the doors to the room are "locked and chained" (posters showing locked doors are provided to stick on the doors). Only by getting a unique lock combination can teams escape.
- 3 Issue each team with Team Briefs that set out all the parameters of the game. Announce they have 60 minutes to escape.
- 4 Issue each team with a letter of the alphabet (from the Checklist) some straws, card, sticky tape and a ruler. Issue also, at random, one black pen and one red pen (some teams won't receive a pen).
- 5 Observe but do not get involved - except to stand by to receive teams' answers to the problems.
- 6 If the solution is correct, issue that team with a letter of the alphabet. If incorrect issue a 5 minute penalty to the whole group. (Penalties are rendered null and void if teams come to you with the answer to Problem 10).
- 7 When a person presents a solution to a problem, right or wrong, that problem is rendered unavailable to any other team.
- 8 At the deadline ask each team to announce their 'digit' that together make up the combination. Ask "Who locked you in?" and measure team towers.
- 9 If ALL the criteria are met, within the deadline, then teams have achieved their objective and you can release the chains on the doors! They are FREE!
- 10 Lead a debrief on the key lessons that were thrown into relief. Lots of issues to address, all covered in the Trainer's Notes (along with a step-by-step guide). **It's very straightforward to run a session.**

Testimonials



Neil Porter, BAPCO

Used with Strategic Trainees on IDP Team Workshop

They did 'Belbin' before lunch so The Escape Room enabled them to use their team roles.

It reinforced the need to plan and read everything (they really kicked themselves when I pointed out the answers were printed on the Team Brief all along!).

They understood the link to real life where people don't talk to each other and work in silos.

All in all, a great exercise and a great end to the programme. It was the highlight of the course.



Pack Contents

- Trainer's Notes
- 'Locks & Chains' Door Posters
- Team Briefs
- Trainer's Checklists
- Tape Measure
- A4 Card
- Resources: Artstraws, Fibre Pens, Paper, Sticky Tape & Rulers

Purchasers

- Center Parcs
- Warner Bros
- University of the West of Scotland
- Southern Water
- P&O Ferries
- Loughborough University
- Primark
- South Eastern Railway
- Hotel Café Royal

In a nutshell

Within the first 10 minutes Trainers can usually tell if a group is likely to succeed. It shows in the way teams approach their Brief. Unless they read it calmly, ensure a shared understanding of all the implications and do not dive into problem solving before planning some sort of strategy, they are probably *staying locked in!!*

Ordering

■ Phone 01225 484990 ■ Email sales@northgatetraining.co.uk ■ Web www.northgatetraining.co.uk
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