ICEBREAKER / TEAMWORK

FOR VIRTUAL AND FACE-TO-FACE TRAINING





All Adrift!

FACTSHEET

Ideal for use in virtual training sessions. A short starter activity to get teams working together, sharing views and reaching agreement.



3-24 (up to six teams of 3-4 people per team)

For staff at any level

No computer required

€ 250 ex VAT





Learning objectives

- to grasp the essence of a situation
- to think clearly and logically and use common sense
- to evaluate levels of importance
- to be able to put a point of view convincingly
- to be prepared to compromise

About the activity

Each team member receives a Brief, telling them the scenario: they are crew members on a yacht, on a sailing holiday off the west coast of France.

An emergency arises when a fire starts in the galley and quickly spreads. They quickly inflate and launch a dinghy but much of the yacht is consumed by fire and they are able to grab only 14 items before abandoning ship.

Teams have a list of the 14 items and are asked to select the top ten most useful items for the situation. Once chosen, they must rank the items I to I0, with No.I being the most important.

First, participants must do this on their own to provide an individual ranking. Then, participants are asked to work in their teams to prepare a 'team' ranking. Both individual and team rankings are recorded on a Ranking Form. There is also a Score Chart, so all the rankings can be scored and compared.

- How effectively did teams members work together as a 'team'?
- What did they score individuals and teams?
- How well did teams perform compared with individuals?

The chart is based on an 'Expert Ranking' provided by the Royal National Lifeboat Institute (RNLI). Teams may choose to challenge this ranking but it will need to be a well founded challenge!

Clear thinking, convincing argument and team rapport are all vital!

Pack contents

- Trainer's Notes (PDF file)
- Team Brief (PDF file)
- Ranking Form (PDF file)
- How to Score Chart (PDF file)

This activity is supplied electronically.

Ideally suited to

A virtual training environment (or cface-to-face classroom).

A short, sharp icebreaker to energise participants, create interaction and explore some aspects of logical thinking and consensus decision-making.



Five-year repeat use licence

This Northgate training activity comes with a five-year licence for repeat use with up to 24 participants. A licence is required for each site (or remote hub). To use with larger groups or for multiple site licences please contact us for a quote.

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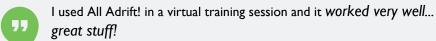




FACTSHEET

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Customer reviews



Jean Vanhoegaerden, Professor of Leadership Practice, Ashridge Business School

Your products have enhanced my training sessions! Using Northgate games brings out great learning points in an interactive and fun environment.

Songya Kesler, Leadership Consultant and Coach

I have used Northgate products over the years, starting when I was Training & Development Manager for Virgin Atlantic Airways. I find them easy to facilitate, fit for purpose and both instructive and enjoyable for participants.

Pauline Wells, HR Business Partner, SSL Insurance Brokers Ltd



Trainer's role (full guidance supplied in Trainer's notes)

- Briefly introduce the activity in plenary. Explain the activity has two parts, the first is for individuals to do on their own. The second is for team members to work together on the task.
- Allocate teams (3-4 per team) and put into breakout rooms.
- Send a copy of the Team Brief and a copy of the Ranking Form to each participant. If necessary, participants can draw up their own Ranking Form on paper.
- Tell them they each have 15-20 minutes to complete the task, on their own.
- After the allotted time ask them to now work as teams and repeat the ranking process. Announce teams have 30 minutes.
- Visit the breakout rooms to observe teams at work.
- Stop the activity at the allotted time. Issue the How to Score chart, so that all rankings can be scored.
- Debrief in a plenary session. Ask for volunteers to share their individual scores, then ask the same of teams. Alternatively, ask for a show of hands for each rating band. Explain the scores are based on an RNLI ranking.
- How did teams perform? How did they work as a team? Did a leader, coordinator emerge? How easily did they reach consensus, etc?
- Were the consensus decisions of the team better or worse than the individual scores? What do the outcomes indicate?
- A whiteboard on the virtual platform might be useful to list key points.

Northgate says...

Engaging icebreaker! Some teams perform brilliantly, others are all at sea.

Ordering is easy!

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Delivery

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Our guarantee

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