








Escape from Mars!

FACTSHEET

A brand new and exciting training activity for **VIRTUAL** training to get teams talking, engaging and cooperating.

-  **1 hour + debrief**
-  **12-24** (four teams of 3-6 per team)
-  **For staff at any level**
-  **No computer program**
-  **395 ex VAT**



Learning objectives

- to demonstrate the importance of inter-team collaboration
- to formulate and implement a plan
- to test a range of problem-solving skills
- to show the need for good communication skills
- to manage a tight time schedule
- to see the bigger picture
- to practise remote teamworking

About the activity

Having completed a Mars mission, teams must locate their Escape Pod which, in 60 minutes time, will return them to the Mother Ship. But first, they must sort out a few issues:

- locate the Escape Pod
- work out the correct entry code
- complete 10 tasks
- 'assemble' a transponder

With a Mars chart and segments of information to piece together, teams must first pinpoint the Escape Pod. To gain entry they need to find an Entry Code. They must also 'construct' a four-part transponder (each team has details of one part) and complete 10 tasks.

To add to pressure, some tasks require information from other teams. In the heat of the moment, are teams willing to share data and, if so, can they do it quickly and accurately, so that *all* teams are in with a chance to escape? Will teams perform as competitive rivals and focus on their own team's success or can they see the bigger picture?

A great activity to bring out the value of collaboration in an organisation. How well do participants work as individual teams? How ready are they to join forces with other teams: 'one for all and all for one'? A fun exploration of values, levels of trust and attitudes, not least to their fellow workers. Lots to discuss!

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.

Pack contents

- Trainer's Notes
- Trainer's PowerPoint
- File for Team 1
- File for Team 2
- File for Team 3
- File for Team 4
- Answer Form Team 1
- Answer Form Team 2
- Answer Form Team 3
- Answer Form Team 4
- Team Review Form

This activity is for virtual training. It is supplied digitally via the Northgate Trainerhub. No delivery charges apply.

Ideally suited to

Energising staff and providing a fun scenario that also delivers important lessons.

Also ideal for multi-teams that need to work more effectively with each other, and develop a culture of inclusiveness, cooperation and good communications.



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Customer reviews



I have used Escape from Mars! in virtual classrooms and as a team development activity, it was *phenomenal* and *really ticks all the boxes!*
Gary Shewan, Learning & Development Consultant, Legal & General



Escape from Mars! went *very well* and the exercise ran itself! Although they didn't escape it was *very enjoyable* and highlighted a number of useful points, one of which was the need for structured collaboration. *All in all a great success!*
Clive Bradley, MD, The Leadership Group Ltd



I have used Northgate products over the years, starting when I was Training & Development Manager for Virgin Atlantic Airways, and found 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)

- Introduce the activity in plenary session using the (optional) PowerPoint. Explain each team will pick a leader and that teams should divide the activity into three phases: **Read, Plan, Implement**. Send the four teams to their breakout rooms.
- Send out the Team Files and allow ten minutes for the **READ** phase.
- Teams then spend ten minutes, as a team, discussing the task, setting objectives and deciding how to go about the task. This is the **PLAN** stage.
- At the 20 minute point, they start on the task itself. The leader should be evident, team members should all be actively engaged and a sense of motivation and organisation should prevail. Nominating a communicator, to talk with other teams, is essential, as is someone to keep an eye on the deadline. This is the **IMPLEMENTATION** phase.
- Be ready for teams (as one big group, part group, or an individual team) to contact you to check their completed task. Confirm success - or otherwise!
- At the 60 minute deadline, stop the activity. There is no longer a chance to escape. Send the **Team Review Form** to each team (still in their breakout rooms) and allow time to reflect on their performance, ready for the Debrief.
- Conduct a Debrief in plenary using the guidance in the Trainer's Notes and the PowerPoint (which contains the answers, explanations and key learning points).

Northgate says...

Escape from Mars! is specifically designed to bring some energy and interaction to a virtual setting. No one person and no one team can go it alone. People need to talk to each other and work together within teams AND across teams, for the good of all. United we stand, divided we fall!

Ordering is easy!

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Delivery

This activity is accessed via our online Trainerhub. No delivery charges apply.

Our guarantee

If you are not 100% happy we offer a 30-day no-quibble returns service on unused goods.



Northgate customers

