

# Escape from Mars!

# FACTSHEET

**Dynamic activity! Focuses on teamwork within and between teams. Includes two versions - for virtual and face-to-face training.**

-  **1 hour + debrief**
-  **12-24** (four teams of 3-6 per team)
-  **For staff at any level**
-  **No computer program**
-  **595** (hard & digital copy) or **545** (digital copy) 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 team-working

## 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 resolve a few issues:

- locate the Escape Pod
- work out the correct entry code
- complete 10 tasks
- construct a Mars Rover (face-to-face) or 'assemble' a Transponder (virtual)

With a Mars map and segments of information to piece together, teams must first pinpoint their one Escape Pod. To gain entry they need to find an Entry Code, complete 10 tasks and (for face-to-face) construct a Mars Rover, or (for virtual) 'assemble' a Transponder.

To add pressure to the already tight deadline, some tasks require information from other teams. In the heat of the moment, are teams willing to share data - and save time? If so, can they do it early enough, 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 do they see the bigger picture?

A great activity to bring out the value of teamwork and 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!

## Pack contents

- Trainer's Notes
- Trainer's PowerPoint
- File and Answer Form: Team 1
- File and Answer Form: Team 2
- File and Answer Form: Team 3
- File and Answer Form: Team 4
- Mars Map
- Team Review Form
- Set of Construction Resources

This activity is for face-to-face or virtual training. It is supplied as a hard copy pack and the digital files are supplied via the Northgate Trainerhub (or you can purchase the digital files and source the set of resources yourself).

## Five-year licence

Includes 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.

## Ideally suited to

Energising staff and providing a fun scenario that also delivers important lessons. Helps develop effective multi-teams, a culture of inclusiveness and 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 Escape from Mars! *very successfully* in workshops on collaboration.  
**Gavin Stockley, Learning & Development Manager, Specsavers**



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

- Organise participants into four teams (or install them in four breakout rooms).
- Briefly introduce the activity using the (optional) PowerPoint. Explain each team will pick a leader and that teams should organise the activity into three phases: **Read, Plan, Implement**.
- Issue the four teams with a Team File, Mars Map and Answer Sheet, and allow ten minutes for the **read** phase: discussing the task and setting objectives, then 10 minutes deciding on how to go about the task: the **plan** stage.
- At the 20 minute point, teams **implement** the task. The leader should be evident, team members should all be actively engaged and a sense of motivation and organisation should prevail. By now, a 'communicator' should have been nominated, to talk with other teams. And is someone keeping an eye on the time?
- 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 from Mars. For face-to-face sessions, check each team's Pod location and Entry code. Score the Mars Rovers. Then work through the Task solutions on the PowerPoint.
- In both versions there is an overall highest scorer, but the real success of the activity is if all teams reach the Escape Podge and lift-off from Mars.
- Issue the **Team Review Form** to each team and allow time for reflection on performance. Conduct a Debrief in plenary using the Trainer's Notes and PowerPoint for answers, explanations and key learning points.

## Northgate says...

**Escape from Mars!** brings energy and interaction. No one person, nor one team, should go it alone. Successful teams are prepared to talk to each other and work together across teams, for the good of all. United we stand, divided we fall!

## Ordering is easy!

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## Delivery

Digital files are accessed via our online Trainerhub and the hard copy pack is sent via courier:  
£15 UK (next working day)  
£29 Europe (1-3 working days)  
£39 International (1-5 working days)

## Our guarantee

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



### Northgate customers

