






Escape from the Labyrinth! (4 team)

An exciting, highly-visual game for team engagement, competition and agility.

-  1 hour + debrief
-  3-24 participants per game session (up to 4 teams of 3-6 per team)
-  For staff at any level
-  Includes computer program (internet access required)
-  595 ex VAT (includes x50 game sessions)



Learning objectives

- the key points about group interaction
- to practise problem-solving skills
- to highlight the need to plan ahead
- to practise collaboration *within* a team
- to test ability to listen to other ideas
- to *think* before acting



About the activity

Labyrinth is a computer program accessed via the online Northgate Trainerhub, so for this Northgate activity, each team requires its own device and internet access. It is suitable for both virtual and face-to-face training sessions.

Essentially, teams are trapped in an underground labyrinth and have just 60 minutes to escape. To do so they must solve problems and puzzles - or at least attempt them. Correct solutions gain 30 points each - so it's not just about being the first to get out!

The problems and puzzles are located in three different rooms, reached via tunnels. To help, teams have a map. Once in a room they click on particular objects to reveal a problem: these may involve lateral thinking, logic, spatial reasoning, attention to detail etc. Once all problems have been attempted, teams are issued a golden key which opens the Exit door (if they can find it) and gives them a completion time and a final points score.

Of course, there are some surprises. A monster roams the tunnels, appearing whenever a team supplies a wrong solution, and denying them their 30 points. In addition, at one point, flooding fills the tunnels. Teams must stop everything and locate a lever to halt the rising waters. Stimulating and fun - and packed with lessons on teamwork and joint problem-solving! NOTE: You receive two versions of Labyrinth: Level 1 is slightly less challenging than Level 2, so each time you use it you can choose what best suits your target audience.

Access via the Northgate Trainerhub

This Northgate training activity is hosted on the online Northgate Trainerhub. 50 game sessions (25 each for Level 1 & Level 2) PLUS x2 FREE practice sessions included. You can run the activity with up to 24 participants per game session within your organisation. 10-team version also available.

Pack contents

Supplied electronically.

For classroom use, the team resources that go with the program can either be printed or supplied to teams electronically.

- Trainer's Notes (PDF file)
- Trainer's PowerPoint (x2 PPT files)
- Computer Program (internet access required)
- Team Brief (PDF file)
- Labyrinth Map (PDF file)
- Team Review Form (PDF file)

Ideally suited to

Teamwork, problem-solving and lateral thinking. Enjoyable team bonding - with serious teamwork lessons.

To widen your target audience, you receive TWO VERSIONS, one is slightly more challenging than the other.

Suitable for both virtual and face-to-face training sessions.



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Customer reviews



We look forward to using the Northgate materials in the future as we're *very pleased* with every program we use.

Anton Derham, Learning & Development Manager, Mantra Group Australia



Northgate couldn't be more *helpful* and always get back to my enquiries incredibly *quickly*. The activities are highly popular with our staff and have *reinvigorated* how we do our training.

Sarah Holroyde, Learning & Development Consultant, Ecclesiastical Insurance



We find Northgate Activities to be *well designed* and the instructions to be *very comprehensive*. They make it *easy* for the tutor to use 'out of the box'.

Lisa Gritton, Head of Talent & Development (UK), Nobia AB



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

- Choose which level to use (Level 1 or Level 2) and enter one email address per team to set up access codes via the Northgate Trainerhub.
- Introduce the session in plenary using the optional PowerPoint to simply explain the basic mechanics of the activity, before sending teams to breakout rooms.
- Send access codes to each team leader. The leader operates the computer program and shares their screen with other team members. The whole team considers the Team Brief and Map and then decides how to navigate the labyrinth. When they encounter a problem, it is discussed by the whole team and the leader enters their solution.
- Observe teams in action, collecting any anecdotes or observations which can be interesting or instructive at the debrief.
- If a team finishes before the deadline, they can work together on a review of their overall performance using the Team Review Form- what they did well and what not so well.
- Bring all teams together for a review of what occurred. Announce the team with the winning score.
- At the Debrief, work through the problems as necessary - all the solutions and explanations are supplied in the Trainer's Notes and on the PowerPoint.
- List the main learning points arising from the experience (as in the Trainer's Notes) plus any others you might like to add that you observed in the session.

Northgate says...

Labyrinth is very different from other Northgate activities. It is highly visual and ideal for team bonding and some enjoyable competition. An exciting way to start or finish a course and highlight some great teamwork and problem-solving lessons.

Ordering is easy!

northgatetraining.co.uk

+44 (0)1225 484990

sales@northgatetraining.co.uk

Delivery

This product is delivered digitally via the Northgate Trainerhub. No delivery charge is applicable.

Our guarantee

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



Northgate customers

