


How to Rob a Bank!

FACTSHEET


Teams must utilise all their project planning, organisation and teamwork skills to plan a bank robbery - are they up to it?

 **75 minutes + debrief**

 **3-24** (1-4 teams of 3-6 per team)

 **For staff at any level**

 **No computer required**

 **450** (hard & digital copy) or **399** (digital copy) ex VAT



Learning objectives

- to allow teams to plan a project
- resourcing a project: staff and equipment
- to plan a schedule
- to cost a project and calculate ROI
- to carry out risk assessment
- to work effectively as a team

About the activity

Teams must hatch a viable and daring plan - to rob a bank! All the principles of project planning are covered in this fun and stimulating scenario.

At the start of the activity teams have already commissioned research on three likely banks and reports are available after the first 15 minutes. Meanwhile, information in their Team Folder will enable them to formulate their plans. How and when will the robbery take place? Which bank have they chosen? What are the details re personnel, equipment, the getaway process, the hideaway base etc. Faced, for example, with a rather unscrupulous-looking set of mugshots, teams must select the three robbers who are best qualified to execute the heist.

A certain Mr Big will bankroll the project but he'll want his money back plus a cut of the loot. They also need a 'fence' to get rid of the loot and launder the proceeds. What is the expected value of the haul? Teams must calculate all the costs, including commission to Mr Big and the fence, and come up with a viable, profitable plan. Obviously, there are risks and these need to be identified and taken into account.

Once all costs have been deducted, how will the remaining loot be distributed, remembering that there is no honour among thieves.

At the end, teams complete a Planning Sheet to show the key parts of their plan: general outline, start dates, working capital, payouts, profit, risk analysis and their 'single major concern'. Teams then prepare presentations to the local specialist (the Trainer!) who will decide (with the aid of the Trainer's Notes) if their plans are viable - or otherwise!

Pack contents

- Trainer's Notes
- Team Folders with information on: Target Banks, Vital Information, Finance, Staffing, Diary Planner, Summary of Plan
- Set of Research Results
- Trainer's PowerPoint
- Handout: 10 Key Points for Planning a Project
- Handout: What Makes Effective Workplace Teams?
- Optional Handout: Gantt Chart

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

Five-year 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.

Ideally suited to

Any course where teamwork and planning is touched on. The activity also allows for presentations - testing ability to collate data, make a convincing case and deliver information succinctly.

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Customer reviews



Northgate's *How to Rob a Bank!* activity exceeded all of my expectations! We had a *fabulous time* and it did far more than I expected. I needed a learning exercise to test teams' *leadership*, motivational skills, analytical thinking, problem solving, decision-making and their ability to work as a team and this activity ticked all the boxes!
Neil Porter, Training Specialist, Supervisory Division, BAPCO Bahrain



How to Rob a Bank! is a great activity! It gave valuable insights into the workings of a team and is especially relevant for dealing with complex tasks against a tight deadline. We will be using it again!"
Rob Chilcott, Trainer, Claims Consortium Group



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

- Introduce the activity with the PowerPoint or verbally.
- Divide the group into teams. Issue each team with a Team Folder. The folder gives all the necessary details that teams need in order to begin their planning.
- Observe teams at work but do not get involved in their planning.
- Make notes for the Debrief: have they understood the instructions, have they begun work on a schedule? Is someone doing the costings? Are they working well as an integrated team? Are they on schedule?
- After the allotted time, and if appropriate, allow teams time to make presentations.
- Check their Planning Sheets.
- Conduct the Debrief.
- Review how they worked together and what the key lessons were for planning a project.
- Return to PowerPoint to aid Debrief.

Northgate says...

A great way to get teams involved and working together. The topic is fun, but the lessons about being organised when planning any project are timeless.

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