






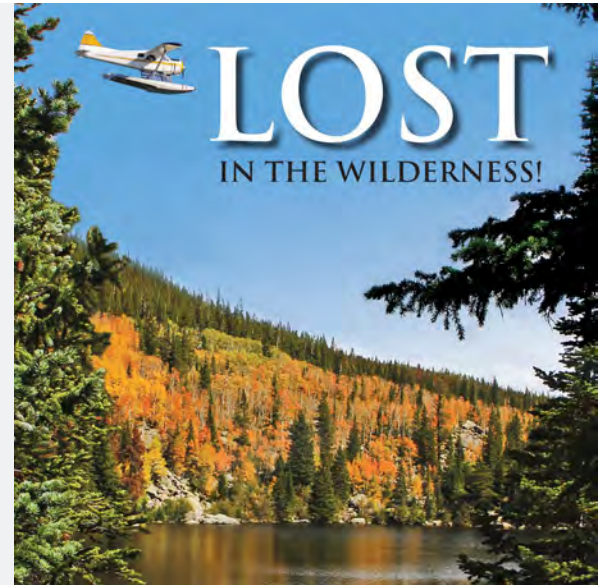


# Lost in the Wilderness!

## FACTSHEET

A short starter activity to get team members interacting, solving problems and making decisions under time pressure.

-  **30-40 minutes + debrief**
-  **3-24** (up to six teams of 3-4 per team)
-  **For staff at any level**
-  **No computer program**
-  **250 ex VAT**



## Learning objectives

- to discuss an issue under time pressure
- to analyse a problem
- to work together as a team
- to see the usefulness of brainstorming
- to prioritise
- the need for consensus
- decisive leadership
- to express views with conviction

## About the activity

Each team receives a Brief, telling them they are part of a flight over a remote area of Canadian territory, en route to a fishing holiday.

Their seaplane is fitted with amphibious floats but when the engine falters, the plane crash-lands in the wilderness, killing the pilot. The crashed plane lies pointing in the direction it was flying and the pilot's last words were that they were 20 minutes flying time from their destination. Knowing their speed they can work out how far they are from their goal.

There are 15 items that have survived the plane crash. No food or water but some useful items that might help with survival. Teams do NOT rank these items but can utilise them in any plan they come up with.

Each team's objective is to plan a way forward - but they have limited time - just 20-30 minutes! Should they stay with the plane? Striking off into the wilderness, especially as two of the team are slightly injured, without food and water, compass or map could be disastrous - in this wilderness who will find them?

Teams must sum up the situation, list the options and decide on a plan. Clear thinking, common sense, good leadership and decisiveness are required. Lots of lively debate ensues!

## Pack contents

- Trainer's Notes (PDF file)
- Trainer's Debrief PowerPoint (PPT file)
- Team Brief (PDF file)

This activity is supplied digitally and can be used in virtual and/or face-to-face training sessions.

## 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

Perfect for use in a virtual training environment. Should they go or should they stay? This exciting, interactive activity quickly gets all team members talking, sharing ideas and reaching consensus.

# Lost in the Wilderness!

# FACTSHEET

## Customer reviews



We held the virtual activity Lost in the Wilderness! today for around 24 people and it went *really well* - lots of good discussion!  
**Allison Lochhead, Programme Co-ordinator, VolkerWessels UK**



We delivered it virtually on Zoom. In a nutshell, we *loved it*, thought it was very good for team building, problem solving, creativeness and more and *would definitely recommend it*!  
**Christina Stachurski, Learning and Development Manager, Coventry Building Society**



I've used Lost in the Wilderness! a few times now and found it works well with lots of different teams, from teams that work together regularly to groups who may not know each other too well. It creates *a great sense of fun* and urgency all at the same time - *highly recommended* for a great team / leadership game.  
**Rachael McNidder, Leadership Development Coach, Pursuit Coaching & Development**



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

- Divide your group into teams, with 3-4 people per team, and briefly introduce the activity as a team activity and give a time frame (do not go into details of what is on the Brief).
- Put teams into virtual breakout rooms and issue a Team Brief (PDF) to each team.
- Announce the time and tell teams they have 20 minutes for the task (you may want to shorten or extend this).
- Visit teams in their breakout 'rooms'. Observe the teams at work. Note how their discussions progress, how they work as a team, whether they elect a leader or one emerges. How much conflict is there? How easily do they reach consensus etc?
- Stop the activity at the allotted time (or when you judge it right).
- Start the Debrief in a plenary session. Ask teams in turn to briefly report on how they approached the task and their final decision on what to do. Give a time-frame of, say, one minute for each team. Allow teams to quiz each other on their decisions. See the Trainer's Notes for suggested points to raise.
- Finally, ask teams what key learning points they take from the session - about themselves and their teamwork, to take back to the workplace. A whiteboard on your virtual platform might be useful here.

## Northgate says...

A fast moving energiser. The scenario quickly becomes a real situation in the way the delegates discuss options, consider their resources and look at the two possible outcomes: survival or disaster.

## Ordering is easy!

northgatetraining.co.uk

+44 (0)1225 484990

sales@northgatetraining.co.uk

## Delivery

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## Our guarantee

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



## Northgate customers

