






The Escape Room (10 team)

FACTSHEET

To escape, teams need to demonstrate a range of skills...

BEST SELLER

-  **1 hour + debrief**
-  **12-60** (4-10 teams of 3-6 per team) (4-team version available)
-  **For staff at any level**
-  **No computer program**
-  **995** (hard & digital copy) or **945** (digital copy) ex VAT



You have just 60 minutes to **escape!**

Pack contents



Top rated

THE ESCAPE ROOM

Learning objectives

- to test how well teams perform when working under pressure
- to test teams' understanding of a complex task
- to practise organisational and time-management skills
- to highlight the value of teams interacting and sharing data with other teams (in cooperation, not rivalry)
- to test teams' approach to problem-solving (lateral thinking)
- to test communication skills

About the activity

In this fun and challenging activity teams are locked in a room (in theory!). The doors are chained shut and there are just 60 minutes to escape! To escape teams must discover the vital lock combination to release the door. But first they must construct a tower to get reception to call for help should they fail to escape by the deadline! (In the virtual version, instead of building a tower, teams have to solve a spatial problem - The Courtyard Problem).

The lock combination is made up of a number of digits. Each team must find ONE of those digits so that when put together in the right order they unlock the chains. Teams find the crucial digits by solving eight problems. BUT- they are not all straightforward. It's very easy to go wrong if you are not organised and paying full attention to every aspect. To ensure they solve the problems correctly teams must work with each other rather than competing. Wrong answers incur time penalties. It's a race against time - but more haste often means less speed! A correct solution to a problem earns teams a letter of the alphabet (although only the FIRST team with the right answer gets the letter). There are eight letters available which, when put in order together with other letters teams possess at the start, spell out who locked them in the room. So the teams' objectives are: find the combination, discover who locked them in and build a tower that meets certain criteria!

Five-year repeat use licence

This Northgate training activity comes with a five-year licence for repeat use with up to 60 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
- Trainer's Checklists
- Team Briefs
- Optional Assessment Form
- Locks & Chains Door Posters
- Resources: Tape Measure, Card, Straws, Fibre Pens, Paper, Sticky Tape & Rulers.

This activity is for face-to-face and 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 only and source the set of resources yourself).

Ideally suited to

Any training where the objective is to have fun and learn some critical lessons about collaboration. Ideal for conferences.



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Customer reviews

BEST
SELLER

” The activity is brilliant. Typically it takes 20-30 minutes for the teams to realise they have to *work together* and then seeing how fast they can then pull things together is *fantastic* to see. It really *energised* the room and set up a great day.

Rob Chilcott, Trainer, Claims Consortium Group

” It is *brilliant!* It's pretty straight forward and everything participants need is in their brief. Did they read the brief properly? Of course not!! They did have *fun* and they did learn *valuable lessons*. Many thanks and I will certainly be back to buy more games from you in the future.

Matthew Hotten, Training Manager, Geberit Sales Ltd



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


- Divide the group into ten teams of 3-6 participants.
- Set the scene. Explain that the doors to the room are "locked and chained." Only by getting a unique lock combination can teams escape.
- Issue each team with Team Briefs that set out all the parameters of the game.
- For the classroom version, issue each team with a letter of the alphabet (from the Checklist) some straws, card, sticky tape and a ruler. Issue also, at random, one black pen and one red pen (some teams won't receive a pen).
- Observe but do not get involved - except to stand by to receive teams' answers to the problems.
- Lead a debrief on the key lessons.

Northgate says...

Within the first 10 minutes Trainers can usually tell if a group is likely to succeed. The team's likelihood of success shows in the way they approach their Brief. Unless they read it calmly, ensure a shared understanding of all the implications and do not dive into problem-solving before planning some sort of strategy, they are probably staying locked in!! And teams that actively try to co-operate with others will get ahead of the game!

Ordering is easy!

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Fast 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

