








The Expedition

As anyone who's ever been on an expedition knows, the devil's in the detail. Great training on how to plan a project.

-  **1.5 hours + debrief**
-  **3-24** (up to 4 teams of 3-6 per team)
-  **For staff at any level**
-  **No computer program**
-  **450 ex VAT**



Learning objectives

- getting to grips with what a task is all about
- identifying the information that is required
- selecting the right personnel for the project
- making a detailed plan (timing/costs/route)
- recognising the need for a leader to pull it all together
- practising teamwork skills under pressure

About the activity

The team's mission is to travel to an unspecified location in the Gozo Desert and retrieve an important letter. They have a jeep and a map but no other data except for a coded message about the destination. First priority - to crack the code. Who will do it? The team need to understand the strengths and weaknesses that they have between them and delegate accordingly.

All the data that teams need is available - but only on written request so teams need to put their heads together. The task is crying out for a leader who can grasp the main issues and get the team organised.

Once the data has been retrieved teams can get down to detailed planning. There are three possible routes to the destination but the terrain on each is very different and there are limited supply depots, with food and fuel, on each route. The worst thing that can happen is to run out of water or fuel!

Teams must also conduct some personnel selection. They are given details of four candidates with varying abilities. Teams can either choose any of these or choose any of themselves (if they think they have the right skills and can convince the rest of their team that they have the right experience).

A maximum load allowed on the jeep means that teams cannot carry everything they would like, so some tricky decisions have to be made. Once loaded and ready to go, teams are dependent on their initial planning which will now prove to be successful – or not! Only high-performing teams will survive.

Pack contents

- Trainer's Notes
- Trainer's PowerPoint
- Trainer's Ref - The Code Deciphered
- Trainer's Ref - Optimum Decisions
- Team Brief
- Map of Gozo Desert
- Data Request Form
- Critical Information Sheet
- Checklist
- Team Review

This activity is for face-to-face and virtual training and is supplied digitally via the Northgate Trainerhub.

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

Training sessions on teamwork, planning skills and/or decision-making. Allows teams to make a plan, make some critical group decisions - and put it to the test!



The Expedition

Customer reviews



We used The Expedition for team building for our graduate management programme. A **great way** for them to be able to quickly build rapport, problem solve, collaborate and **make decisions**.

Kevin Larvin, Learning & Development Manager, The Doyle Collection



We played The Expedition in person during our team meeting back in November. We had **very good feedback** and the participants really enjoyed it.

Maria-Luisa Engelmann, Administrative Sales Support, Hilton International



Northgate Activities make an **excellent** and **good value** part of a wider development Programme; they are **fun** and **highly effective**. From a facilitator's point of view they are easy to learn and deliver.

Jonathan Aylwin, C2C Manager (Global Industrial), TE Connectivity



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

- Briefly introduce the session, then divide the group into teams.
- Issue Team Briefs, a map of the Gozo Desert and a Data Request Form.
- Teams have 15 minutes to brainstorm eight questions that will give them the data they need to plan their expedition.
- After 15 minutes receive the Data Requests.
- Regardless of what teams request, issue each team with a Critical Information Sheet - BUT retain details of *what* they requested - for use in the Debrief.
- Observe teams in action. Make notes on their teamwork, delegation, leadership, planning skills and time management. Don't get involved in their task.
- After 90 minutes call a halt. Issue the Team Review Sheet for teams to work through, in preparation for the Debrief.
- Ask each team EITHER to give brief feedback on how they worked together and how they arrived at their final decision, OR, if time allows, ask teams to prepare a more substantial presentation.
- Lead a general Debrief on the activity.

Northgate says...

In effect, teams start with 'a blank sheet of paper' so must first decide what they need to know in order to accomplish the mission goals. Asking the right questions is a key skill. Once teams have the information, importantly, what do they do with it!

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



Northgate customers

