




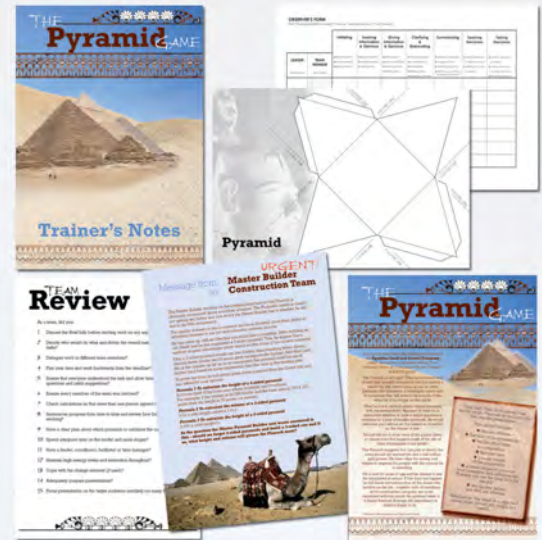




# The Pyramid Game

**A great test of teamwork! The Pyramid Game is a simple test of a team's ability to get organised, manage a project and present a good case.**

-  **1 hour + debrief**
-  **3-24** (up to 4 teams of 3-6 per team)
-  **For staff at any level**
-  **No computer required**
-  **395 ex VAT**



## Learning objectives

- To work as an efficient team
- To communicate well within the team
- To have a structure to the team objective
- To consider various options and select objectively
- To manage the time effectively
- The impact of a good presentation

## About the activity

There is some urgency as the pyramid must be completed before the elderly Pharaoh dies. Teams must decide whether to build a single large pyramid or two small ones, which stone quarry to use and the site on which to build. They will also need to work within the constraints of cost (and time, as the Pharaoh is getting old!)

In addition, in face-to-face sessions, there is a scale model of a pyramid to construct, so the Pharaoh sees what he's getting for his money. In virtual sessions this is replaced by a 'Squares Problem' which, if resolved successfully, will greatly impress the Pharaoh. Teams will also need an impressive sales slogan that will appeal to his emotions and will be important in their final task - giving short presentations to win out against the competition. Pricing and timing are key but if two teams come up with the same proposal then an effective slogan and a persuasive presentations will be the deciding factors.

Plenty for teams to display their skills - and plenty to assess (Observer's Forms supplied). This is a timeless Northgate activity aimed at improving teamwork, Very popular, and excellent value for money!

## Pack contents

- Trainer's Notes (for Face-to-Face sessions)
- Team Brief (for Face-to-Face sessions)
- Pyramid Template (for Face-to-Face sessions)
- Team Review (for Face-to-Face sessions)
- Trainer's Notes (for Virtual sessions)
- Team Brief (for Virtual sessions)
- The Squares Problem (for Virtual sessions)
- Team Review (for Virtual sessions)
- Map
- Builder's Message
- Observer's Form

This activity is for face-to-face and virtual training. It is supplied digitally via the Northgate Trainerhub. No delivery charges apply.

## 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

Teamwork training for supervisors, junior staff, apprentices, people new to the world of work, new managers and more!

# The Pyramid Game

## Customer reviews

“ I used The Pyramid Game during a teambuilding exercise on an induction course. The best learning points included *delegation, presentation, and options (for solution)*. The learning points will stay in the mind long after the course – *just the ticket!*

John Goode, Kerobi Performance Management Ltd

“ I used Pyramid with five different groups, all of whom were at different levels. It worked well on ALL levels- *everybody engaged* and there were some good learning outcomes from the exercise.

Nick Taylor, Learning & Development Specialist, Bath & North East Somerset Council



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

- Divide participants into groups.
- Explain how the activity works.
- Issue the briefing materials.
- If possible, allocate an observer to each group.
- Issue Builder's Message which gives teams an unexpected issue to deal with.
- When time is up, listen to the presentations and decide who wins the contract.
- Lead a Debrief on team performance and lessons learned.
- Allow observers to give feedback and announce the winner.

## Northgate says...

Delegates love the scenario and it's not uncommon to get feedback on how seriously teams take their presentations! Plus if you use the optional Builder's Message to introduce a 'change' element, it is interesting to see how teams cope with it. Will they ignore it and continue with their current plan? Will they take account of it and do the necessary calculations, then ultimately reject it - or will they go with the new option? Decisions! Now available for use in both virtual and face-to-face classrooms, The Pyramid Game is a flexible resource for any teamwork training course!

## Ordering is easy!

northgatetraining.co.uk

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sales@northgatetraining.co.uk

## Fast delivery

This activity is accessed via our online Trainerhub. No delivery charges apply.

## Our guarantee

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



## Northgate customers

