



Escape from Mars! NEW

FACTSHEET

Customer reviews



I have used Escape from Mars! in virtual classrooms and as a team development activity, it was *phenomenal* and *really ticks all the boxes!*
Gary Shewan, Learning & Development Consultant, Legal & General



Escape from Mars! went *very well* and the exercise ran itself! Although they didn't escape it was *very enjoyable* and highlighted a number of useful points, one of which was the need for structured collaboration. *All in all a great success!*
Clive Bradley, MD, The Leadership Group Ltd



I have used Northgate products over the years, starting when I was Training & Development Manager for Virgin Atlantic Airways, and found them *easy to facilitate*, fit for purpose and both *instructive* and *enjoyable* for participants.
Pauline Wells, HR Business Partner, SSL Insurance Brokers Ltd



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

- Introduce the activity in plenary session using the (optional) PowerPoint. Explain each team will pick a leader and that teams should divide the activity into three phases: **Read, Plan, Implement**. Send the four teams to their breakout rooms.
- Send out the Team Files and allow ten minutes for the **READ** phase.
- Teams then spend ten minutes, as a team, discussing the task, setting objectives and deciding how to go about the task. This is the **PLAN** stage.
- At the 20 minute point, they start on the task itself. The leader should be evident, team members should all be actively engaged and a sense of motivation and organisation should prevail. Nominating a communicator, to talk with other teams, is essential, as is someone to keep an eye on the deadline. This is the **IMPLEMENTATION** phase.
- Be ready for teams (as one big group, part group, or an individual team) to contact you to check their completed task. Confirm success - or otherwise!
- At the 60 minute deadline, stop the activity. There is no longer a chance to escape. Send the **Team Review Form** to each team (still in their breakout rooms) and allow time to reflect on their performance, ready for the Debrief.
- Conduct a Debrief in plenary using the guidance in the Trainer's Notes and the PowerPoint (which contains the answers, explanations and key learning points).

Northgate says...

Escape from Mars! is specifically designed to bring some energy and interaction to a virtual setting (although it can be printed for face-to-face classroom use). No one person and no one team can go it alone. People need to talk to each other and work together within teams AND across teams, for the good of all. United we stand, divided we fall!

Ordering is easy!

- 📄 northgatetraining.co.uk
- ☎ +44 (0)1225 484990
- ✉ sales@northgatetraining.co.uk

Delivery

This product is delivered electronically. No delivery charge is applicable.

Our guarantee

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



Northgate customers

