

# Corporate Challenge Games Options

*(See Star Ratings at end)*

**All games 15 minutes each:**

## **Apollo 13 Game**

*(Star Ratings: Fun 5, Thinking 4.5, Action 4, Teamwork 4.5. Gradient: Medium)*

**Task:** Teams are challenged to save the Astronauts aboard Apollo 13 by making an air filter that will fit two different sockets from the jumble of available items on board the spacecraft.

Strategic planning, problem solving and resource utilisation all rolled into one fun activity

## **Balloon Babel**

*(Star Ratings: Fun 5, Thinking 4.5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams must build the tallest free-standing column of balloons in the room using only the props provided

Fast, energetic team problem solving game that will encourage lateral thinking, innovation and best use of team dynamics to win

## **Balloon Team Challenge**

*(Star Ratings: Fun 4, Thinking 4, Action 4, Teamwork 4. Gradient: Medium)*

**Task:** Participants each start with their own balloon and collectively devise a team strategy that keeps everyone's balloons in motion and airborne

Useful fun exercise for developing team strategic thinking and problem solving

## **Blindfold Team Race**

*(Star Ratings: Fun 4, Thinking 3, Action 5, Teamwork 5. Gradient: Medium/High)*

**Task:** Take turns in leading a blindfolded team in a relay race while staying connected to each other

A challenging trust exercise for teams learning to do whatever it takes

## **Bond Bombshell**

*(Star Ratings: Fun 4, Thinking 5, Action 4, Teamwork 4. Gradient: Low)*

**Task:** Bond is trapped on an enemy aircraft which is about to drop a revolutionary plutonium bomb on a friendly country. Using only the props provided to simulate what is available to 007 on the aircraft, teams must drop an egg from 3m without it breaking.

An exciting team challenge - how to stop an egg, dropped from 3m, becoming scrambled using a few basic props in a creative way. A game that reveals team dynamics and the ability to solve problems collaboratively.

### **Castle Keeps**

*(Star Ratings: Fun 5, Thinking 4.5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams make the tallest mediaeval castle out of paper, straws and tape. Then deal with the changes in castle management and the specifications

A challenging, fun, team action game with construction role plays that encourages participants to react positively to and interpret change to their advantage

### **Dry Synchronised Swimming**

*(Star Ratings: Fun 5, Thinking 5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams must perform the most elegant and graceful synchronised routine in time with the music. Points will be awarded for elegance, style and team synchronisation

A fun challenge for teams to work together and find the best strategy to perform a task that is likely to be a change from their usual routine

### **Egg Ball**

*(Star Ratings: Fun 5, Thinking 3.5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams line up and take it in turns to throw a ball to each member of the team in a race against all other teams. They start with a basket ball, then switch to a tennis ball and complete the race using an egg.

A game with a twist that will test the team's ability to perform with a fragile object

### **Galloping Golf**

*(Star Ratings: Fun 5, Thinking 4, Action 5, Teamwork 5. Gradient: Low/Medium)*

**Task:** Participants, in their teams, putt the maximum number of golf balls into a bucket from about 30 metres

A very high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. How do they organise their team for the greatest effect?

### **Gilligans Island**

*(Star Ratings: Fun 5, Thinking 4.5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Row your team to the safety of the island using chairs in Indian file, take the one from the back to the front of the line in rotation. A team race to the island using a "canoe" of chairs

A fun and fast moving energiser that will wake participants up and test their ability to synchronise activity under pressure.

**Holy Grail Maze Challenge**

*(Star Ratings: Fun 4.5, Thinking 5, Action 5, Teamwork 5. Gradient: Medium/High)*

**Task:** Watch a short clip from *Indiana Jones and the Last Crusade* and get the team through the maze of letter squares in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team support for the team member on task, being in action and correcting mistakes quickly

**Horizontal Plutonium Pills**

*(Star Ratings: Fun 5, Thinking 4.5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams carry all of their "hot" plutonium pills to the safe container in the fastest time possible but the person carrying the pills must not touch the ground and must wear the only pair of gloves.

Great energiser and problem-solving task ideal for demonstrating the working of the results spiral in achieving extraordinary results.

**House of Cards**

*(Star Ratings: Fun 4.5, Thinking 4.5, Action 4.5, Teamwork 5. Gradient: Medium/High)*

**Task:** Teams build the tallest house of cards but what assumptions do they make and do they stick with accepted norms or innovate?

An energetic game that will challenge mental models most don't realise they have and that can prevent or slow business innovation

**Indiana Jones Raft Challenge**

*(Star Ratings: Fun 4.5, Thinking 5, Action 4.5, Teamwork 5. Gradient: Medium/High)*

**Task:** Watch a short clip from *Indiana Jones and the Last Crusade* and see "Indy" swept into the sea. Participants must then get their "Indy" lego person to float on a raft of straw and gladwrap.

An exciting challenge that demonstrates the power of teamwork in solving problems and the advantage of all being in the same boat together

**If Hens Could Fly ...**

*(Star Ratings: Fun 4, Thinking 5, Action 4.5, Teamwork 4. Gradient: Low)*

**Task:** Drop an egg from 3m without breaking it using only the props provided to help

An exciting team challenge - how to stop an egg, dropped from 3m, becoming scrambled using a few basic props in a creative way. A game that is an ideal metaphor for keeping system solutions simple and effective (and saving costs while achieving the desired result more quickly)

**Kite Game**

*(Star Ratings: Fun 4.5, Thinking 5, Action 5, Teamwork 1. Gradient: Medium)*

**Task:** Make a kite from only the resources provided that flies higher than anyone else's kite

A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance

**Luke Ludo**

*(Star Ratings: Fun 5, Thinking 4.5, Action 5, Teamwork 5. Gradient: Medium/High)*

**Task:** Participants watch the thrilling climax of *Star Wars* and then become Luke Skywalker and his craft. Teams of participants drive their eyes-shut partners around the room relay style before the last pair drop their “missiles” into the Death Star

A short and very energetic fun game that demonstrates the effect of different trust levels on team performance

**Neanderthal Relay**

*(Star Ratings: Fun 4.5, Thinking 5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Team members receive and pass on a message to their colleagues that is critical to their clan survival in a time before modern language existed

A high-paced relay race without words that will challenge participants ability to use nonverbal communication to convey their meaning

**Relay Challenge**

*(Star Ratings: Fun 5, Thinking 5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams race each other in a kids style relay race with egg and spoon, sack, wheelbarrow, chariot and three legged race components

An exciting and energetic relay race that will challenge participant's mental models and assumptions and demonstrate how to achieve extraordinary results

**Sailing Boat Challenge (Outdoor Game)**

*(Star Ratings: Fun 5, Thinking 5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Participants are challenged to construct a paper boat and then sail their boat across a lake.

A short, high energy game that challenges the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. Do they assume that the boat must sail or what a boat should look like?

**Shrinking Island**

*(Star Ratings: Fun 4, Thinking 4.5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams find a workable strategy for getting all team members standing on a tarpaulin as it is folded into a smaller and smaller floor area

A challenging game of continuous improvement and problem solving that will test any teams ability to work cohesively under pressure

**Un-Useless Inventions**

*(Star Ratings: Fun 4.5, Thinking 5, Action 3, Teamwork 1. Gradient: Medium)*

**Task:** Teams invent their own *Chindogu* the Japanese art of inventing a gadget that is both useful and useless at the same time and decide on who would be the perfect recipient.

A short and fun brain teaser that will test teams' creativity and ability to think laterally.

**Vogon Poetry**

*(Star Ratings: Fun 4 -5, Thinking 5, Action 3.5, Teamwork 5. Gradient: Medium/High)*

**Task:** Participants watch a short video clip from Hitch-Hikers Guide to the Galaxy and then create their own Vogon poetry, the 3rd most excruciating poetry in the universe. Each participant must write at least one line and the completed work must be presented to the rest of the participants in the room.

A fun and creative activity with a difference.

**Warp Speed Soccer**

*(Star Ratings: Fun 5, Thinking 4, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams must pass a giant beach ball in set order from one end of the soccer field to the other, across marked zones, in the fastest time possible

Involves creative systems and continuous improvement strategies being developed by the team in order to complete the simple task in extraordinary time

**Water Carry**

*(Star Ratings: Fun 4.5, Thinking 5, Action 5, Teamwork 5. Gradient: Medium)*

**Task:** Teams carry brim-full cups of water down the course without touching the floor or spilling any on the way, with only a few props to help. Will they improve their time as they practice and get more inventive?

Energetic problem solving game demanding teamwork, task focus, lateral thinking and evaluation of continuous feedback in order to achieve excellent results

**WorldGAMES James Bond Trivia Quiz**

*(Star Ratings: Fun 4, Thinking 5, Action 3, Teamwork 5. Gradient: Medium)*

**Exercise:** Participants participate in one of WorldGAMES Trivia Quizzes tailored to the clients requirements

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### **WorldGAMES Olympic Trivia Quiz**

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Exercise: Participants participate in WorldGAMES Olympic Trivia Quiz

*(Star Ratings for degree of **Fun**, **Thinking** or problem solving challenge, level of physical **Action**, and **Teamwork** learning. Ratings 1 = low levels to 5 = very high levels)*

*(**Gradient** measures the mental confrontational challenge of the game, the in-your-face level. A low level **Gradient** means the game is likely to be well within all participants' comfort zones. A very high **Gradient** will take some participants outside of their comfort zone)*