TEAM BUILDING

ROLLERCOASTER

Description

Creating a paper roller coaster prototype on which a marble must take as long as possible to go round. Managing resources, being agile and one's ability to question oneself participate in the quality of the result.

Objectives

- Federating the participants as to the advantages of a task that involves collaboration.
- Encouraging the teams towards setting up efficient strategies.
- Developing creativity and stimulating concentration and perseverance.

Human relationships developed

Communication
Collaboration
Collective intelligence

Specific skills & behaviours

Agility
Perseverance
Sharing out roles
Trust
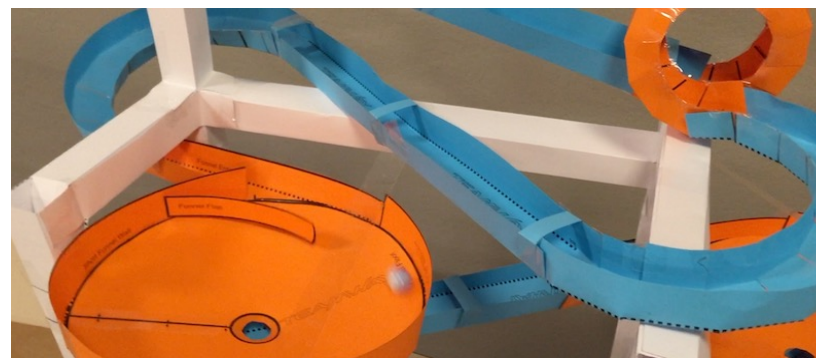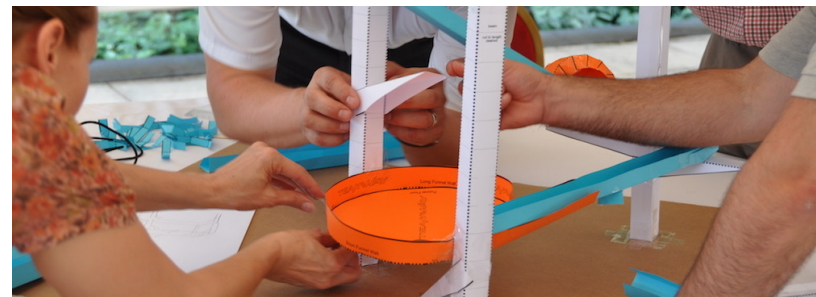
From 6 to 250 participants
Teams from 3 to 6 persons

From 2 to 3 hours

All year long

Indoors & outdoors

Venue of your choice

No specific dress code

PRICE
On request

without VAT 7,7%

INCLUDED
- Equipment
- Supervision and animation
- Debriefing
- Organisation

NOT INCLUDED
- Venue
- Tables