



Pyramid II

Key Skills

- Organisation and planning
- Teamwork
- Team communication
- Delegation
- Problem Solving
- Risk Assessment



Participants Up to four teams of 3-6 delegates

(also ideal as a large group activity for AwayDays and Conferences)

Timing Two hours

Cost £350 plus delivery and VAT

Pyramid II Introduction

Pyramid II is a team activity that challenges any level of delegate to manage a seemingly complex project.

The teams must be organised from the start as there is much to do and managing the available information is critical to success.

The final presentations provide a lively summary of the task – and expose many team skills and behaviours!

Pyramid II What happens?

Teams are issued a set of Briefing Sheets at the start which contain all the information they need to know – each team receives **six** Briefing Sheets but, as an added test of communication skills, the information on the back page of each is *different*.

Details about the labour, materials, travel distances and costs must be shared and communicated to everyone in the team before accurate costing can begin

The task is to calculate costs and timing for the construction of a pyramid for *Ramadan the 2nd*.

Pyramid II

What happens? Cont'd

Teams must submit a tender for the construction.

They will need to choose a quarry and a site - and transport the stone from one to the other - which in turn means using slaves, some of whom are unreliable.

Using a map of the area, teams must decide which quarry to use and what route should be taken - over land or water? If the decision is water then, using the wooden resources provided, the team must construct a suitable raft

to demonstrate to the Pharaoh their means of transport. If land is chosen then they must construct a bridge.

In addition to the main task there is a problem to solve which will give access to an ancient document containing further, useful information – an ancient pyramid builder has left valuable advice for those transporting stone across the desert!

Presentations can be made by each team in order to convince Pharaoh (the Trainer) that they are the best team for the contract!

Pyramid II

What to do

1. Introduce the exercise and the timescale for the session.
2. Issue six numbered Briefing Sheets and a construction kit to each team.
3. Allow 1.5 to 2 hours for teams to work through the activity, build their construction and prepare a presentation.
4. Observe the team process. Do they appoint a leader - or does a leader emerge? How is information shared? How is the task broken down and delegated?
5. Listen to each team's presentation and lead a discussion on each team's performance.

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Pyramid II RECENT PURCHASERS

*Suitable for people of all levels. Used as an ice-breaker for team forming and a focus for a project management course, participants found **Pyramid II** energising, a real challenge and a good source of reflective ideas.*

Hugh Todd, Consultant Trainer

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