

Castle Keeps Lite

Overview:

Teams make the tallest mediaeval castle out of paper, straws and tape in a simple team versus team environment. A challenging, fun, team action game which encourages teams to work synergistically and strategically against the clock.

Sequencing:

Any time it is necessary to get participants into team action or challenge them to work collaboratively. A good example of teamwork in action.

Potential:

This game has the potential to:

- get participants into action
- challenge assumptions
- show the power of shared team vision
- encourage creative orientation
- broaden thinking and choice
- show importance of being in action
- encourage lateral thinking
- display differing aspects of leadership
- demonstrate the experiential learning methodology

Participants:

From 6 upwards - in teams of 3 - 8
(ideal team size 6 participants)

Timing:

Time to play: 10 minutes
Time to debrief: 5 - 10 minutes

Links to more challenging versions of this game:

Ratings:



Problem Solving



Fun



Teamwork



Competitive



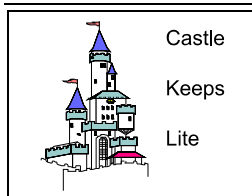
Minutes



Indoors



Outdoors



Comments:

“An all action game that will challenge participants’ creativity as they handle the task in hand”

John Radclyffe, Trainer

Logistics:

Essential:	Optional:
Materials: Plenty of newspaper, pack of drinking straws roll of masking tape and cello tape per team. Individual optional debrief copy per participant.	Music: “Gregorian Chants” or, if preferred “Moving On Up” M People
Props: Tape measure	Assistants: None required
Set-up: Place several newspapers, one roll of masking tape, one roll of cello tape and a pack of straws in a plastic bag for each team. Have plenty more newspaper in reserve for distribution if requested during the game. Form teams of 3 - 8 participants.	

Script:

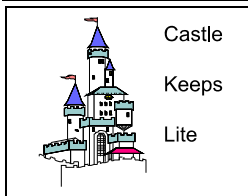
Introduction:

Read out the rules for the game

You are living in Medieval England at a time of great unrest between the English and the Scottish clans.

The Scots have been raiding the border area for years and the new English King is determined to stop their burning and looting ... and a few other things.

The King has ordered a chain of castles to be built all along the border. In order to get the earliest warning of Scottish attacks, he has decreed that these castles be built as tall as possible to look far into enemy territory.

**Introduction (cont.):**

Your task is to make the tallest castle in the room to please the King. You are in competition with all the other teams. You may use only the materials provided:

Newspaper Straws Masking Tape Cellotape

Main Activity:

Hand out the building materials and rules

Here are your rules. Please make sure there is no sabotage of other teams by any of your workers. This game is about the height you can achieve not spoiling other castles. I will measure your castle from the lowest to the highest point without any external support from members of your team or furniture in the room. No holding the castle up!

You will have 10 minutes to build the tallest castle in the room, using only the materials provided ... Go!

After 10 minutes:

Stop! Wherever you are at please stop!

Debrief:

Check for the tallest castle that conforms to the rules:

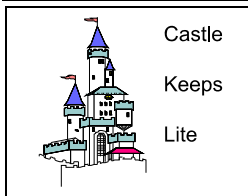
Do we have a winner?

Participants return to their seats

Give yourselves a big hand. Everybody back to your seats.

Debrief the game

Please complete your debrief sheets headed "Castle Keeps Lite"



Debriefing:

(Please note: possible responses are in parenthesis)

- Get participants to record their individual experiences on the pre-prepared debrief sheet. Talk them through the questions on the sheet.
- Ask participants if the winning castle met the rules specifications
 - *Was it the tallest in the room?*
 - *Did it meet the rules?*
- Debrief all participants in the room:
 - *How did you react to the challenges in that game?* (Positively. Too many etc.)
 - *How did your team react to the challenges?* (Positively. Too many cooks etc.)
 - *What worked for you and your team?* (Draw out.)
 - *What did not work for you and your team?* (Draw out.)
 - *What did you learn about teamwork?* (Draw out.)
 - *What could you do differently if you played that game again?* (Draw out.)

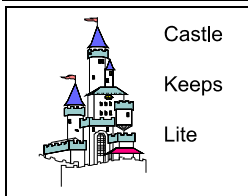
Source:

WorldGAMES 2011

Trainers Note:

If you liked this simple game, then you will love these suggestions regarding more sophisticated versions that can be found in our Mini Packs and on our Silver Disk as shown:

- **Castle Keeps** - an effective team challenge with team roles that may help or hinder construction. A great way to draw out the power of shared vision.
- **Castle Keeps 2** - a change management version of the game that is specifically designed to demonstrate the key points from *The Courageous Follower*.
- **Castle Keeps Customer Focus** - a change-to-meet-customer-needs version of the game that is specifically designed to demonstrate customer-centricity in action.
- **Financial Castle Keeps** - every part and every worker has a cost. Who can build the most cost effective castle?
- **Financial Castle Keeps 2** - the ultimate financial challenge and a great game for drawing out business acumen or for assessment centres.
- **Castle in the Swamp** - watch the dynamics change completely when teams are confronted with rising damp in the foundations.
- **Castle Keeps Double Plus** - the ultimate change management version of the game as teams are faced with a barrage of modifications and challenges that will transform their creation totally as they respond to evolving needs.



Castle Keeps Rules

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The King has ordered a chain of castles to be built all along the border. In order to get the earliest warning of Scottish attacks, he has decreed that these castles be built as tall as possible to look far into enemy territory.

Your task is to make the tallest castle in the room to please the King.

You are in competition with all the other teams.

You may use only the materials provided:

Newspaper

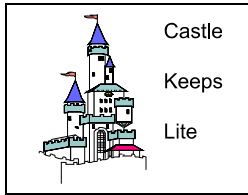
Straws

Masking Tape

Cello Tape

You will have 10 minutes to build the tallest castle in the room. It must be completely free standing without support from people, fixtures or furniture.

Remember, you are totally responsible for your own safety and play at your own risk. Unsafe play or sabotage of any kind will result in team disqualification. Interfering with any other teams construction will be penalised at the rate of one metre per incidence.



Debrief Sheet

- 1. What were your team results ?**
- 2. What worked for you and your team?**
- 3. What did not work for you and your team?**
- 4. What would you do differently if you played that game again?**
- 5. What can you learn about teamwork?**