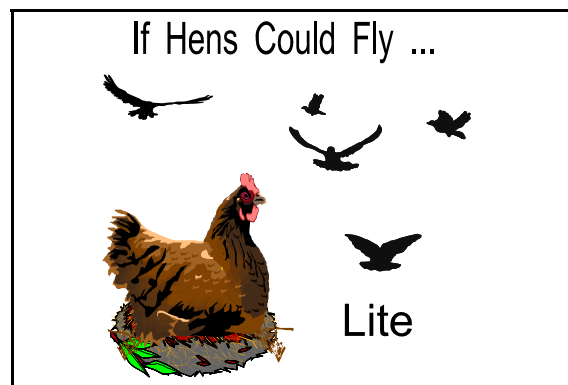




Overview:

A simple, multiple solution, team problem solving game that is fun to play. Teams must find a way to drop an egg from 3 metres onto a hard surface without breaking the egg.

Sequencing:

Any time a team problem solving game is required. A good game to play when looking at new product design, systems or sales & marketing. Also works well as an Assessment Centre exercise.

Potential:

This game has the potential to:

- get participants into action
- challenge assumptions
- show individual participants how they tend to operate in a team environment
- broaden thinking and choice
- demonstrate keys to marketing
- test team dynamics and communication
- encourage lateral thinking
- display creative orientation in action
- identify team leaders and followers
- demonstrate the experiential learning methodology

Participants:

From 3 upwards - no maximum, preferably in groups of 5 - 8

Timing:

Time to play: 15 minutes
Time to debrief: 5 - 10 minutes

Links to more challenging versions of this game:

Ratings:



Teamwork



Fun



Problem Solving



Competitive



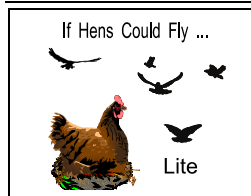
Minutes



Indoors



Outdoors



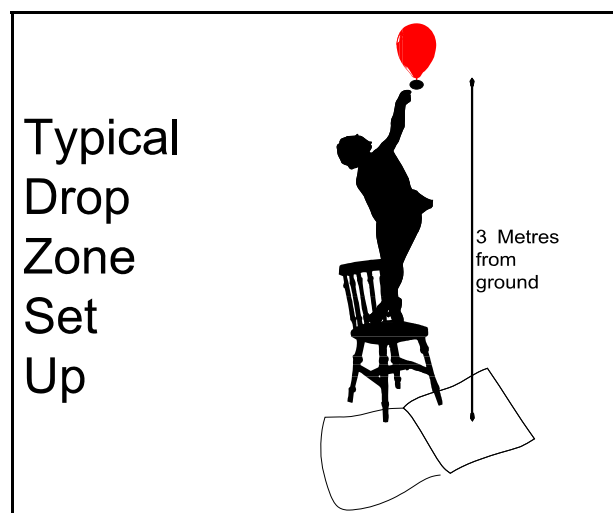
Comments:

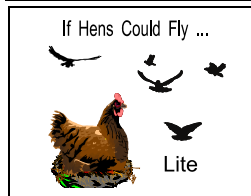
“A game where the solution used by the team is less important than their methodology in arriving at that solution. Very useful in drawing out team dynamics”

John Radclyffe, Trainer

Logistics:

Essential:	Optional:
Materials: Rules sheet, one egg, one balloon, 1 metre of string, two sheets of A4 paper (or newspaper), three paper clips, two rubber bands, one plastic spoon and one Mintie per participant. All in one plastic bag per team.	Music: <i>Chicken Dance</i> or <i>Tijuana Brass</i> Herb Albert or <i>Moving On Up</i> M People
Props: Chair(s) to stand on to drop egg, newspaper (or plastic sheet) for egg to land on and a board for carpet and other soft floors.	Assistants: Optional handout/cleanup assistants
Set-up: Clear a “drop zone” with chair to stand on (or several chairs for groups of more than 4 teams) and hard surface covered by newspaper or plastic. Handout rules and plastic bag of materials to each team. <i>See typical drop zone setup below.</i>	



**Script:****Introduction:**

Divide group into teams, preferably of 5 - 8 participants per team.

Hand out rules sheet and plastic bag containing materials to each team.

The name of this game is "If Hens Could Fly ...".

Your task is to drop an egg to the floor from 3 metres without it breaking, using only the materials provided.

You have five minutes to complete your design ready for demonstration.

Please do not practice with the egg, they make quite a mess!

Observe and note team and individual behaviour.

After five minutes call stop.

Stop! Wherever you're at, please stop.

Everybody bring your wonderful designs to the drop zone.

Main Activity:

Lead participants to the designated drop zone area.

Ask for a volunteer team to go first.

Which team wants to demonstrate their solution first?

Please give a big hand to the Kamikaze team.

Get all teams to demonstrate their solution in turn.

Make sure the team member dropping the egg is standing on the chair with their arm fully extended upwards to give a height of approx. 3 metres at the time of release.

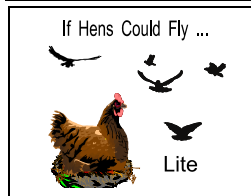
The egg, or the egg wrapping, must be in their hand at the time of release.

Raise the egg as high as you can go, it must be 3 metres from the floor.

Five, four, three, two, one ... Go!

Thank You! Give them a hand!

If there are more than four teams, multiple drop zones can be used and simultaneous demonstrations made.

**Debrief:**

Debrief the game.

Please complete your debrief sheets headed the “If Hens Could Fly ... Lite”

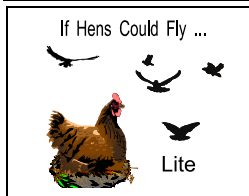
Debriefing:

(Please note: possible responses are in parentheses)

- Get participants to record their individual experiences on the pre-prepared debrief sheet. Talk them through the questions on the sheet.
- Debrief all participants in the room:
 - *How many different solutions did you come up with to this game?* (Plenty)
 - *How many worked?* (All/Some/None)
 - *What happened on teams where the egg broke?* (We didn't test enough)
 - *What happened on teams where the egg stayed intact?* (Better design)
 - *Did you need to use all the materials provided?* (No)
 - *What design got the best result?* (Normally a simple one)
 - *How simple could the solution be in this game?* (Very simple. One or two props)
 - *Do simple solutions often work best?* (Yes, frequently)
 - *Are you over-engineering solutions to work problems? Are there simpler solutions to work systems that may work just as well or even better?* (Possibly)
 - *How did you perform as a team?* (One person took over and controlled things)
 - *Did you appoint a leader?* (Yes/No)
 - *Did everyone feel heard on your teams?* (Normally - No)
 - *What do you need to do to be heard?* (Be more assertive)
 - *As a leader, what happens if you do not listen to your team members?* (They give up, keep quiet, go subversive)
 - *What is the effect on performance if team members do not feel heard and become negative?* (It goes down, Goes nowhere)
 - *If you have a better solution but fail to get your view across how does that effect team performance?* (Limits it)
 - *What do you need to do as a team to maximise performance?* (Communicate clearly and effectively, listen to everyone and include all team members)

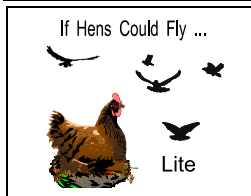
Source:

WorldGAMES 2011

**Trainers Note:**

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

- **If Hens Could Fly ...** - the same game but with tips for facilitation and an optional marketing element which makes it ideal for Assessment Centres.
- **Bond Bombshell** - or add a James Bond theme and a few more props to see how the dynamics shift up a gear or two.
- **Eggball** - a vivid demonstration of risk-adverse behaviour in action (or inaction) that is best played outdoors.
- **Chicken Run Escape** - one of our most powerful games that changes perceptions and limiting behaviour in a challenging problem solving game.

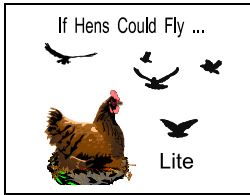


Team Rules

1. The egg must be released at least three (3) metres from the floor
2. Teams may not practice with the egg before the live presentation
3. Once the egg is released no team member may touch it until it hits the floor
4. The egg will be deemed to be broken if it is cracked, dented, scrambled or similarly damaged
5. The only resources teams may use are listed below
6. Teams will be allowed five minutes to arrive at a team solution after which teams will be required to demonstrate the solution
7. Everyone on the team must participate

Team Resources

- | | |
|----------------------------|---------------------|
| ♦ The rules | ♦ Three paper clips |
| ♦ One Egg | ♦ Two rubber bands |
| ♦ One balloon | ♦ One plastic spoon |
| ♦ One piece of string (1M) | ♦ Minties |
| ♦ Two sheets of paper | |



Debrief Sheet

- 1. What were your team results ?**
- 2. What did you contribute to the team solution?**
- 3. What would you do differently if you played this game again?**
- 4. How did it feel to play the game?**
- 5. What can you learn?**