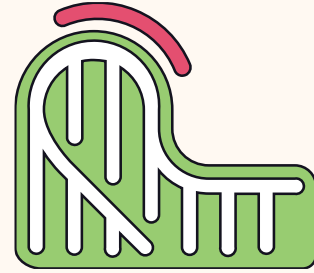# Roller Coaster Challenge

Activity Summary:

The Ups and Downs of any rollercoaster ride are synonymous with fluctuations in business cycles or even the world's economy. Building the rollercoaster allows the team to discover various means to manage the inevitable factors and dynamics of a team during the process.

In this exciting team activity, participants work in teams to create fully functional rollercoasters. Usually done on tabletops, participants work with kits given to them comprised of day to day material like newspaper, straws, tapes scissors etc. Like in a real rollercoaster, there are some specifications given to the teams in terms of height, design slope etc. The rollercoaster must also be able to transport an object (usually a tennis ball) across its entire length without stopping. Midway during the activity, the facilitators introduce a change that multiple teams would need to work together to combine their rollercoasters into one giant rollercoaster! Teams have to move from competition to collaboration so that in the grand finale, the larger rollercoasters work in tandem!

Duration	**Where this can be run**	**Group size**
90-120 Mins	Indoor	10 – 40

Is this workshop right for my team?

▶ Cross functional Collaboration

▶ Aligning to a bigger vision

▶ Planning and execution

▶ Breaking silos and inducing teamwork

▶ Adaptability to changes

▶ Managing complexities

What you can expect:

- We set the context of the workshop.

- An energizer is done to get participants into a playful state of mind.

- Brief the participants about the rules and objectives of the activity. Form teams with 6-8 people, each depending on the number of participants.

- Each team is given a set of materials including newspapers, scissors, tape, etc. They might also have to earn additional material with a virtual budget or through some fun challenges.

- The team members receive a set of specifications regarding height, design slope, etc. to create the roller coaster.

- The rollercoaster must also be able to transport an object (usually a tennis ball) across its entire length without stopping.

- Initially, the teams start with a trial phase. They plan and design the roller coaster with the given materials and design specifications.

- After the trial phase, the teams have 30 minutes In the execution phase to complete building the roller coaster.

- During the execution phase, the teams need to win the fun challenges and earn additional materials to design the roller coaster.

- In the middle of the execution phase, the facilitator announces that the teams should work together and form one giant roller coaster. They will have to collaborate and come up with a design plan to make the larger roller coaster work.

- At the end of the execution phase, the facilitator gives one manual trigger to set off the roller coaster ride which involves transporting a tennis ball from start to finish.

- In the end, the Roller Coaster Challenge is achieved when teams align their roller coasters to form a One Team Roller Coaster.

Flowchart of the intervention

Opening: Intro, Energizers & What is in store
(Approx 15 minutes)

Activity Play
(Approx 60-75 minutes)

Regroup and debrief
(Approx 15 minutes)

Sharing of team photo and video highlights
(Approx 10 minutes)

Until the next time Good bye!

Sample mini challenges interspersed:

Mexican Wave

Orchestra

BONUS

Video highlights, photos& participant certificates – socially shareable!

Say hello!

For India: 📞+91 8882337788   ✉ hello@focusu.com
For Mauritius: 📞+230 59194131   ✉ bonzur@focusu.com

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