

ROLLER COASTER

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

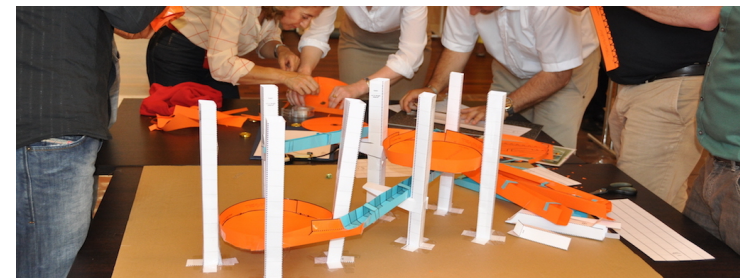
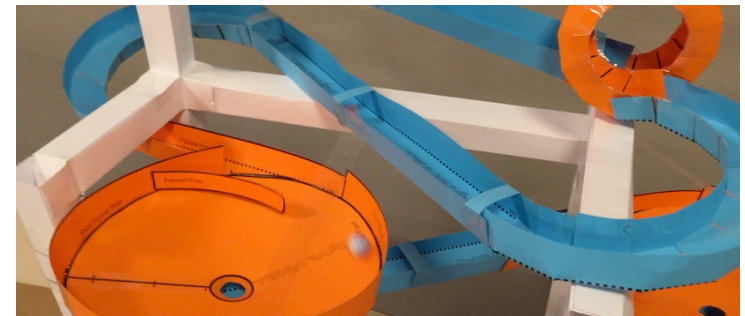
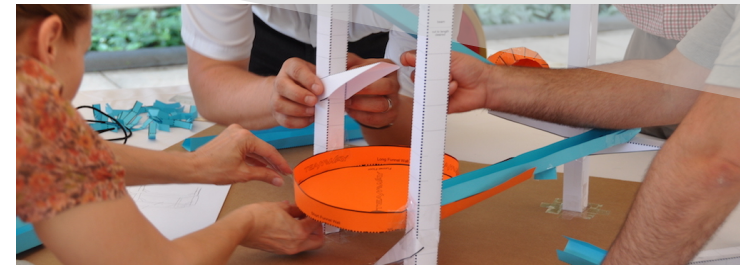
- Federating the participants as to the advantages of a task that involves collaboration.
- Encouraging the teams towards setting up efficient strategies.
- Developing creativity and stimulating concentration and perseverance.

Human relationships developed

- Communication
- Collaboration
- Collective intelligence

Specific skills & behaviours

- Agility
- Perseverance
- Sharing out roles
- Trust



INFORMATION



From 6 to 250 participants
Teams from 3 to 6 persons



Indoors and outdoors



From 2 to 3 hours



Venue of your choice



All year long



No specific dress code

without VAT 7,7%

Price & quotation on request

INCLUDED

- Equipment
- Supervision and animation
- Debriefing
- Organisation

NOT INCLUDED

- Venue rental
- Tables