

INTELLECTUAL



Before you do anything, you must first stop and think. You may have to make a plan. You may have to learn new skills. You may have to consider alternative ways of solving a problem. In thinking something through before you act you will have a much better chance of being successful. And having acted, don't forget to review what you have done. You will almost always learn something new.

Sample Challenge Sheet 1

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Dragon's Den

Time to get inventive! Create a number of Crews who will try to develop a series of 'new' products for use on Unit activities. When the products are developed, each Crew should present their idea to a panel made up of suitable scary individuals in suits! Unlike the TV edition of Dragon's Den, the products developed don't have to have practical value. They may well be designed to simply get a few laughs.

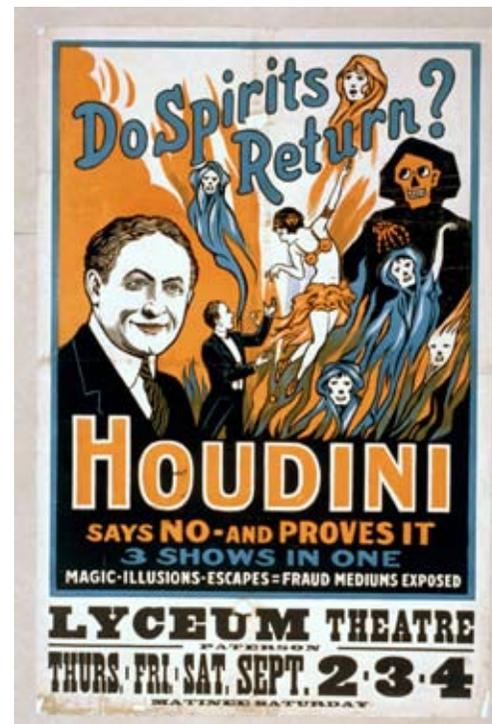


Film Making

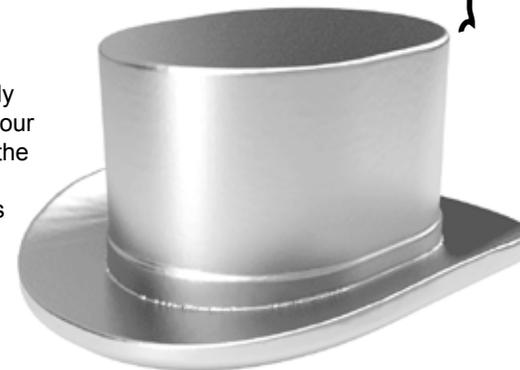
Make a film on a Scouting related theme. This could be a skill instruction, a report on a Unit trip, or a promo to bring in new members. Start off by deciding what it is your film will be about and then make a story board to layout what the film will contain. You will need to write a script and get together some basic props. And don't forget a camera ... it might come in handy.

Operation Houdini

Create a number of Crews and drop them off in various locations 30km away from a central point (a campsite, your Den, etc). They have 36 hours to make it back ... but in doing so must avoid being captured by a team of guards. Pick a maximum number of guards and set an exclusion zone around the target point that will give teams a fighting chance of making it back. Just don't make it too easy ... that would be no fun!



Big Silver Hat



Ventopoly

Get your hands on a copy of the Dublin Monopoly Board (or create your own Monopoly Board for your own area). Create a number of Crews and over the course of a set period of time, the Crews should try to visit as many of the streets on the board as possible. This activity can simply be a race, with teams needing to produce proof of visiting each street using digital photos. Alternatively it may involve finding answers to a set of questions, one for each street set. This option will require a bit more advance preparation.

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Lateral Thinking Games

Looking at a problem in a different way can often give you the answer. Lateral thinking games encourage us to look beyond the obvious and come up with solutions on the basis of what we see. Try some of the games on the following link and see if they getting you thinking more clearly.

Leave me alone I'm thinking!!!



Team Challenges

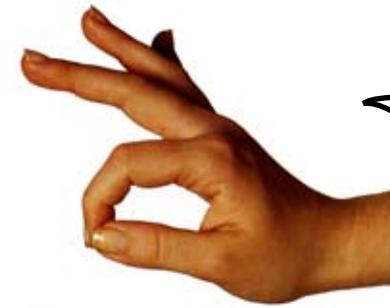
There are many different types of team members. Do you know what types of team members you have in your Unit? Try the team challenges outlined on the following link, and then discuss what team member types emerge during the challenges. A team member type's chart is presented with the challenges.

Water Fight!!!

Invent a game

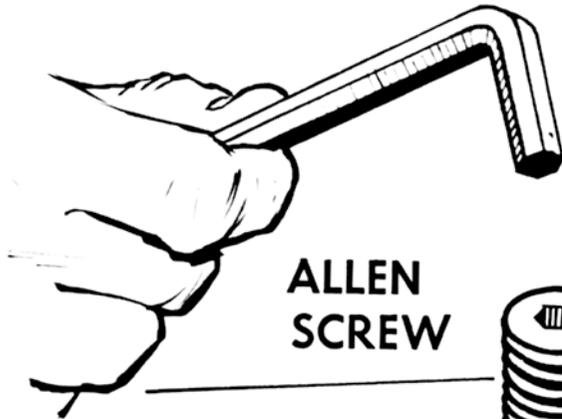
Invent a new game. Draw up a set of rules, put together a list of equipment needed and decide where the game can be played. Practice it a little until you are happy that it works. Then invite other Units to take part in a tournament. Who knows, in a few years your game might feature at the Olympics!

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Famous on the
Worldwide
Web

ALLEN WRENCH



ALLEN
SCREW



Space saving furniture

Check out <http://www.youtube.com/watch?v=dAa6bOWB8qY>

to see some really clever space saving furniture. Now we don't expect you recreate any of these designs, but maybe they will give you some ideas for furniture you could put together for your Den. Have a look around the Den, pick a project and get creative .

Amazing what you
can get into a small
space

Unit Website

Create a Unit website to share photos from you activities with other Venture Units and other members of your own Group. Keep it simple and use one of the many free template websites if you don't have any expertise in the area.

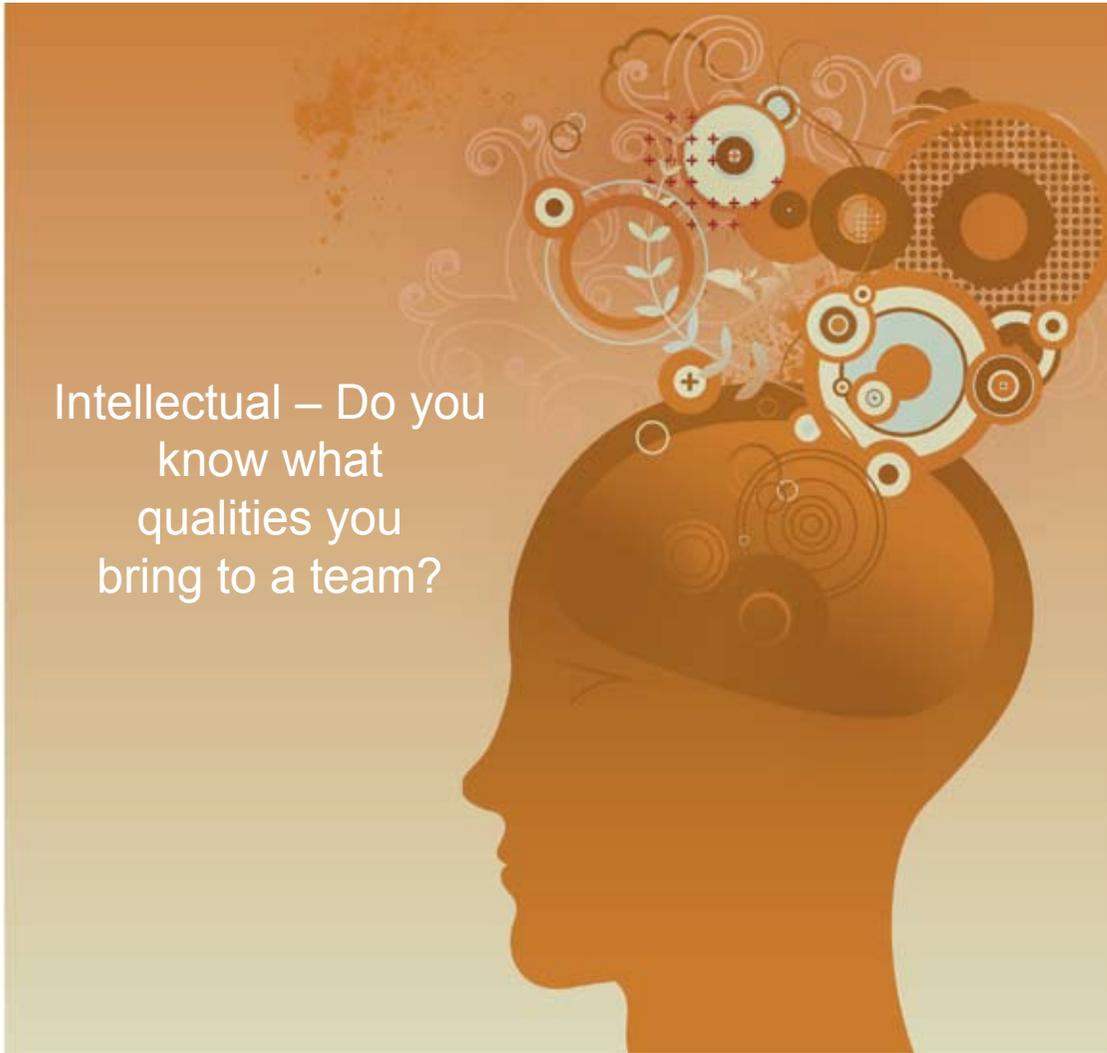
Invest €5

Give each Venture in the Unit €5. Over the



Okay - would
anyone like to
invest in my idea !

course of two weeks each Venture should individually invest their money so that it grows to become €25. As a part of a Unit meeting each member should explain how they went about their investment and how they got on. It will be interesting to see how many made money and how many ended up losing the lot!



Intellectual – Do you know what qualities you bring to a team?

Your Challenge ...

Try some team challenges and using the 'Team Members Chart' find out the type of team members your Unit has.



Intro ...

There is no 'I' in Team ... but there are a collection of 'Me's'! A team is made up of individuals, and each one brings something different. The question is, what team member types do you have in your Unit?

There are different ways of describing the types of members in a team. One such way comes from the business world. This lists nine team member types. Try out the suggested team challenges and then have a look at the 'Team Member Types' chart ... it will be interesting to see which members of the Unit will match which type.



Activity type ...

This activity could be an evening or day activity. Obviously if it is to be a day activity there needs to be more or longer challenges, probably based in a mixed indoor/outdoor setting.

What's involved ...

Create a number of Crews.

Each Crew undertakes between 4 and 8 team challenges.

The Crews should then review the 'Team Member Types Chart', and match the members of the Crew to the Team Member Types based on how they behaved during the challenges.

Bring the Crews together and group the members of the Unit together by their Team Member Type.

Discuss the results as a group.

Team Member Types Chart

Implementer - Well-organized and predictable. Takes basic ideas and makes them work in practice. Can be slow.

Shaper - Lots of energy and action, challenging others to move forwards. Can be insensitive.

Finisher - Reliably sees things through to the end, ironing out the wrinkles and ensuring everything works well. Can worry too much and not trust others.

Plant - Solves difficult problems with original and creative ideas. Can be poor communicator and may ignore the details. Bears a strong resemblance to the popular caricature of the absent-minded professor.

Evaluator - Sees the big picture. Thinks carefully and accurately about things. May lack energy or ability to inspire others.

Specialist - Has expert knowledge/skills in key areas and will solve many problems here. Can be disinterested in all other areas.

Coordinator - Respected leader who helps everyone focus on their task. Can be seen as excessively controlling. Coordinators will tend to delegate all work, leaving nothing but the delegating for them to do.

Team worker - Cares for individuals and the team. Good listener and works to resolve social problems. Can have problems making difficult decisions.

Investigator - Explores new ideas and possibilities with energy and with others.

Good networker - Can be too optimistic and lose energy after the initial flush.



Challenge 1: Moving the Tubes

For Crews of four people or more.

Equipment:

A ball of string or very thin rope.

Scissors.

Two empty cardboard tubes of Pringles, or similar cardboard tubes (for example postal tubes for rolled papers).

Some marbles or golf-balls or other small balls which fit into the tubes.

Instructions:

Place one tube in the centre of the room or table, open-end upwards. This is the 'receptor' tube.

Optionally (facilitator decision) secure the receptor tube to the table or floor using Blu-Tack - don't put Blu-Tack on carpet!

Using the string and the other cardboard tube (one end open, other end closed). This is the 'transporter' tube. Transport a specified number of balls - one at a time - into the receptor tube standing at the centre of room/table.

Each Crew member must hold at least one length of string connected to the transporter tube.

No Crew member may handle a ball within two metres of the receptor tube.

No Crew member may move from their position once a ball has been placed into the transporter tube and the transporting commenced.

Notes:

Strings need to be tied to the transporter tube not only to move the tube, but also to tip it, in order to deposit the ball into the receptor. The facilitator does not need to tell the team(s) this unless failing to realise this becomes counter-productive.

Challenge 2: Multiple Tasks

For Crews of six to ten people.

Equipment:

Four balls of various sizes, compositions, weights, shapes, etc.

Five balls if the team has eight or more people

Use very different balls to make the exercise work better (for example a tennis ball, a beach ball, a rugby ball, a ping-pong ball, etc.)

Instructions:

Form the Crew into a circle.

The aim is to throw and catch a ball between Crew members in any order or direction (the ball represents a task).

The ball must be kept moving.

A dropped ball equates to a failed task. A held ball equates to a delayed task.

When the Crew can satisfactorily manage the first ball, the facilitator should then introduce a second ball to be thrown and caught while the first ball remains in circulation.

The second ball relates to an additional task.

Continue to introduce more balls one by one - not too fast each time equating them to additional tasks to be done.

Obviously before not too long the Crew is unable to manage all the balls, and chaos ensues!

Notes:

Avoid creating chaos too early by introducing too many balls too soon.

Allow the sense of increasing stress and confusion to build, according to the ball-handling capability of the Crew.

Review:

Relate the experiences of the game to the Unit situation, especially effective team working and communications.

What does too much pressure and failure feel like?

Are these feelings the same for everyone?

Do we know how others are feeling and can best deal with stress and confusion, unless we ask?

What helps us handle pressure and what makes things worse?



Challenge 3: Newspaper Bridge

For Crews of four to six people.

Equipment:

- Newspapers
- Sellotape

Instructions:

Using only the newspaper and Sellotape issued, each Crew must construct a bridge, including floor-standing supports at each end and a horizontal span.

The winning construction will be the one with the longest span between two floor-standing supports.

There must be at least 20cms clearance between the span and the floor. Any of the span lower than 20cms clearance will not count towards the measurement.

The span must support certain objects issued (eg apple, chocolate bar, can of drink - consumable items are more fun) which must be placed on the span. The objects can be positioned anywhere on the span, but must not touch the floor-standing supports.

The floor-standing supports must be free-standing, ie not attached to the floor or any other object or surface.

The use of Sellotape as 'guys' from the bridge to the floor or another object or surface is not allowed.

Time allowed for planning and building and placing objects on the span is say 20 minutes.

Notes:

You can allocate as many sheets as you wish, although it really depends chiefly on the main purpose of the exercise, and then to an extent the duration and how many Crew members per Crew. As a general rule - the fewer the sheets the smaller the Crews and the shorter the exercise.

The activity can be changed to suit different purposes. For team building and time-management, 20 sheets and Crews of 4-6 works best.

Building tips:

- It doesn't matter how big the sheets are, but big double pages offer the greatest scope for the towers.
- The main trick is to make long thin round-section struts, by rolling the sheets and fixing with Sellotape. The struts can then be connected using various techniques, rather like girders.
- Round struts (tubes) lose virtually all their strength if flattened or bent.
- The strongest design for weight-bearing is 'building blocks' of hexagonal tubes (six sides). This is the shape that naturally results if lots of circular tubes are compressed sideways together, and it's also the shape found in nature's beehive construction. Hexagonal tubes are difficult to make though and it's unlikely that people will think to do it. It's useful to make up a few samples to demonstrate in the review how strong the hexagonal construction is.



Challenge 4: Helium Stick Games

For Crews of between six and twelve, subject to the length of the stick used for the activity (see notes).

Equipment:

A long stick or tube (see notes).

Instructions:

- The Crew must support a long stick or tube, with each Crew member using one finger.
- The stick should be supported in this way at chest height.
- The stick must then be lowered to the ground.
- No fingers must lose contact with the stick.
- The team must return the stick to the starting position if any finger loses contact with the stick.
- The stick must rest on fingers - the stick cannot be grasped or pinched or held in any way.

Notes:

- The tendency is for the stick to rise, hence the name of the exercise. For this reason use a stick for the exercise that is light enough for this effect to occur, given the number of people in the team. For example a broomstick is too heavy for a team of three people, but would be fine for a team of ten.
- The stick (or any alternative item being lifted) must be rigid and not too heavy to outweigh the initial 'lift' tendency of the team size. If it's not rigid it makes it easy for team members to maintain finger-contact.
- Optionally you can instruct that a finger from each hand is used, which increases the lifting effect and the difficulty of the task. The length of the stick and the number of Crew members are also factors in this, i.e., two fingers per person requires a longer stick.
- Clarify the point at which the stick is considered 'lowered to the ground' - underside of fingers or hands touching the ground is easier to monitor than actually depositing the stick onto the ground, which depending on the ground surface can be very tricky.
- Ideas for sticks and team sizes (rough guides):
 - Joined-together drinking straws (3-6 people)
 - Houseplant sticks (3-6)
 - Rolled sheet(s) of newspaper (3-10)
 - Straightened-out wire coat-hangers (6-10)
 - Bamboo poles (5-20 people)
 - Inter-connecting tent poles (6-20 people or more)
 - Drain clearer/chimney-sweeping rods (10-30 people)

