

PART 6-02 - EXERCISE FIND FOOD TO FEED WANCHU WU'S HUN CHOW WOO

60201. **Preparation.** Print out the cards below, and cut up those in the left hand column. The right hand column is there as a reference for the DS. The red herrings may be used in any quantity deemed appropriate by the DS to make the exercise more difficult.

60202. **DS Notes.** Issue cards in roughly equal numbers to each member of the team, who should be seated in a 'conference' style, ideally around a table or in a circular seating arrangement. Inform the members of the team that they are to hold on to the cards, and must not let others see them.

60203. **Briefing.** Inform the team that they are to discuss the following problem between themselves to come up with an answer; "How many fishermen will the Wanchuvian Ministry of Defence need to employ to provide fish ready for the start of Exercise Hun Chow Woo?" Inform the team that they have 10 minutes to provide an answer. Note taking is not permitted.

| CARD | RELEVANCE |
|--|--|
| The Wanchuvian Army is called the Wu | <i>Wu is the army</i> |
| The Wu needs 1 glof of fish and 3 glofs of bread per soldier per day | <i>Each soldier will need 1 glof of fish</i> |
| A Silg is a fresh water fish | <i>A Silg is a type of fish</i> |
| The average Silg weighs 5 glofs | <i>This shows how many soldiers each fish will feed</i> |
| Exercise Hun Chow Woo will involve F and G companies of the Wu | <i>This shows how many companies (and how many men) will need feeding</i> |
| A company of the Wu has 200 soldiers | <i>Therefore Hun Chow Woo will involve 400 men</i> |
| Exercise Hun Chow Woo will be 20 days long | <i>This shows how many feeding days are involved - 8000</i> |
| Operation Hun Chow Woo starts in 10 working days time | <i>This means that 800 feeding days worth of fish (160 fish) will be needed to be caught per day</i> |
| The fishermen can start straight away. | <i>This means that there is no change to the 10 days figure shown above.</i> |
| A Wanchuvian fisherman can catch 40 Silgs per day. | <i>This shows how many fishermen are needed: $160/40 = 4$</i> |

| RED HERRINGS | |
|---|--|
| A Wanchuvian working week is from Monday to Saturday inclusive each week, except for Chuv days | The Wu's Gertul 3 Main Battle Tank has a range of 200 miles unrefueled |
| Chuv days are Tuesday and Wednesday every other week | A Wu soldier needs 1 glof of Hambadger meat every two days |
| A Hambadger is a small mammal, bred for it's meat and dairy products. | The Hambadger can be milked, and the milk used to make Hambadgerbutter. |
| A Hambadger weighs 100 glofs | The Gertul 3 has a crew of 4 – Gertul crews are entitled to an additional ration of half a glof of Hambadgerbutter per day. |

Broken Squares

6 People

60501. **Aim.** To develop team building and promote group dynamics, co-operation should also be evident.

60502. **Participants.** A group (or groups) of 6 people.

60503. **Location.** A syndicate room for each team

60504. **Resources.**

- | | | |
|----|----------------------------------|---|
| a. | Cardboard | 3 x A4 sheets (or equivalent) per group |
| b. | Envelopes to put card pieces in. | 6 |

60505. **Time.** Approximately 1/2 hour.

60506. **Preparation.** Cut six (6) cards as follows:

- a. Cards must be 15cm square.
- b. Mark lightly and cut as shown below:
- c. Arrange in envelope as follows:

| | | |
|---|---|---|
| I | H | E |
| A | A | L |
| A | J | A |
| D | F | K |
| G | B | F |
| C | C | A |

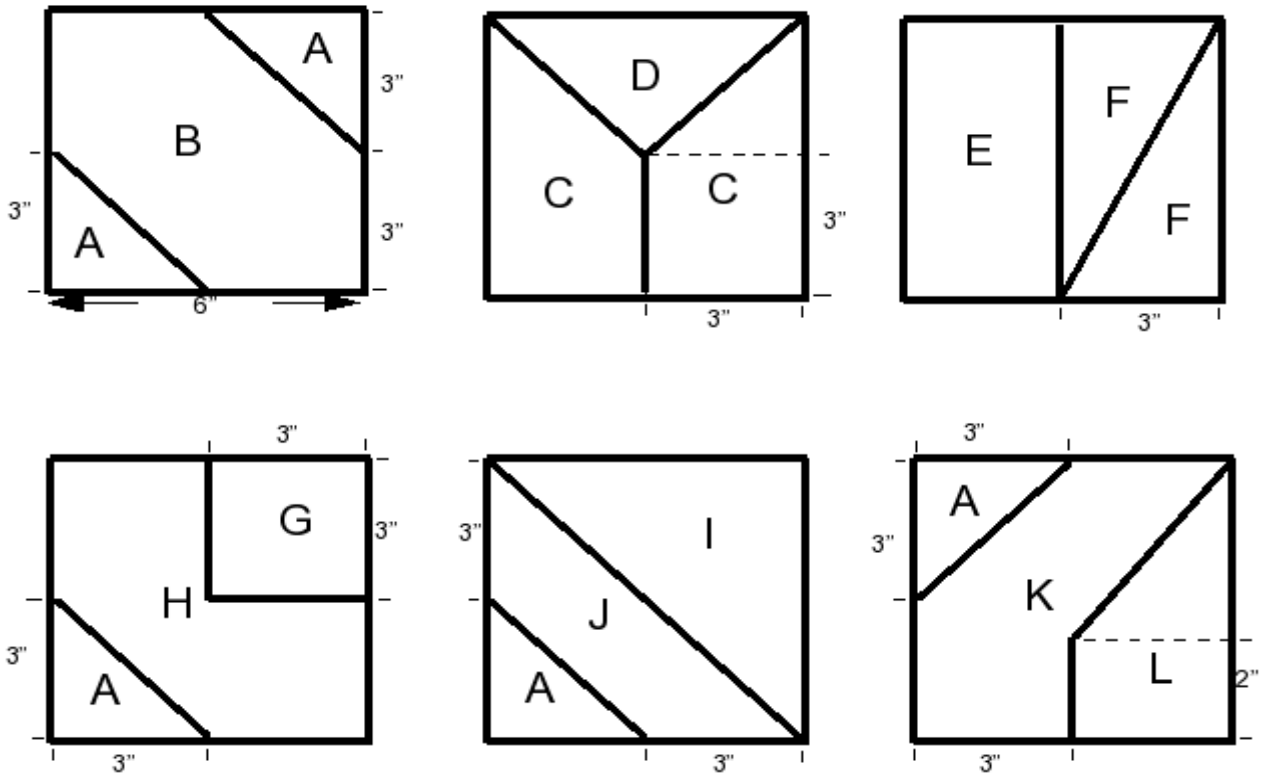
- d. Erase the pencilled letter from each piece and mark as appropriate for individual envelope.
- e. Consider break-up of group and actions to be taken with break down in exercise or early completion.
- f. Plan what limited information DS intends to give group - this is dependent on group.

60507. **Brief.**

- a. *Situation.* All members of your group have an envelope with three pieces of card in them.
- b. *Mission.* Each person in your team is to make a square from the pieces provided.
- c. *Execution.* There will be no taking or asking for other persons pieces, either by force or non-verbal persuasion. You may only take a piece when it is offered to you.
 - (a) *Administration and logistics.* You have all the equipment required.

d. *Command and signal.* There will be no talking at all during this exercise. There will be no questions and the above rules start now.

60508. **Points to watch.** Aggravation of members, who want specific pieces, with persons who will not release them.



7 People

60509. **Aim.** To develop team building and promote group dynamics, co-operation should also be evident.

60510. **Participants.** A group (or groups) of 7 people.

60511. **Location.** A syndicate room for each team

60512. **Resources.**

- | | |
|--------------------------------------|--|
| (a) Cardboard | <i>4 x A4 sheets (or equivalent) per group</i> |
| (b) Envelopes to put card pieces in. | 7 |

60513. **Time.** Approximately 1/2 hour.

60514. **Preparation.** Cut seven (7) cards as follows:

- a. Cards must be 15cm square.
- b. Mark lightly and cut as shown below:
- c. Arrange in envelope as follows:

| | | |
|---|---|---|
| I | H | E |
| A | A | L |
| A | J | A |
| D | F | K |
| G | B | F |
| C | C | A |
| A | C | I |

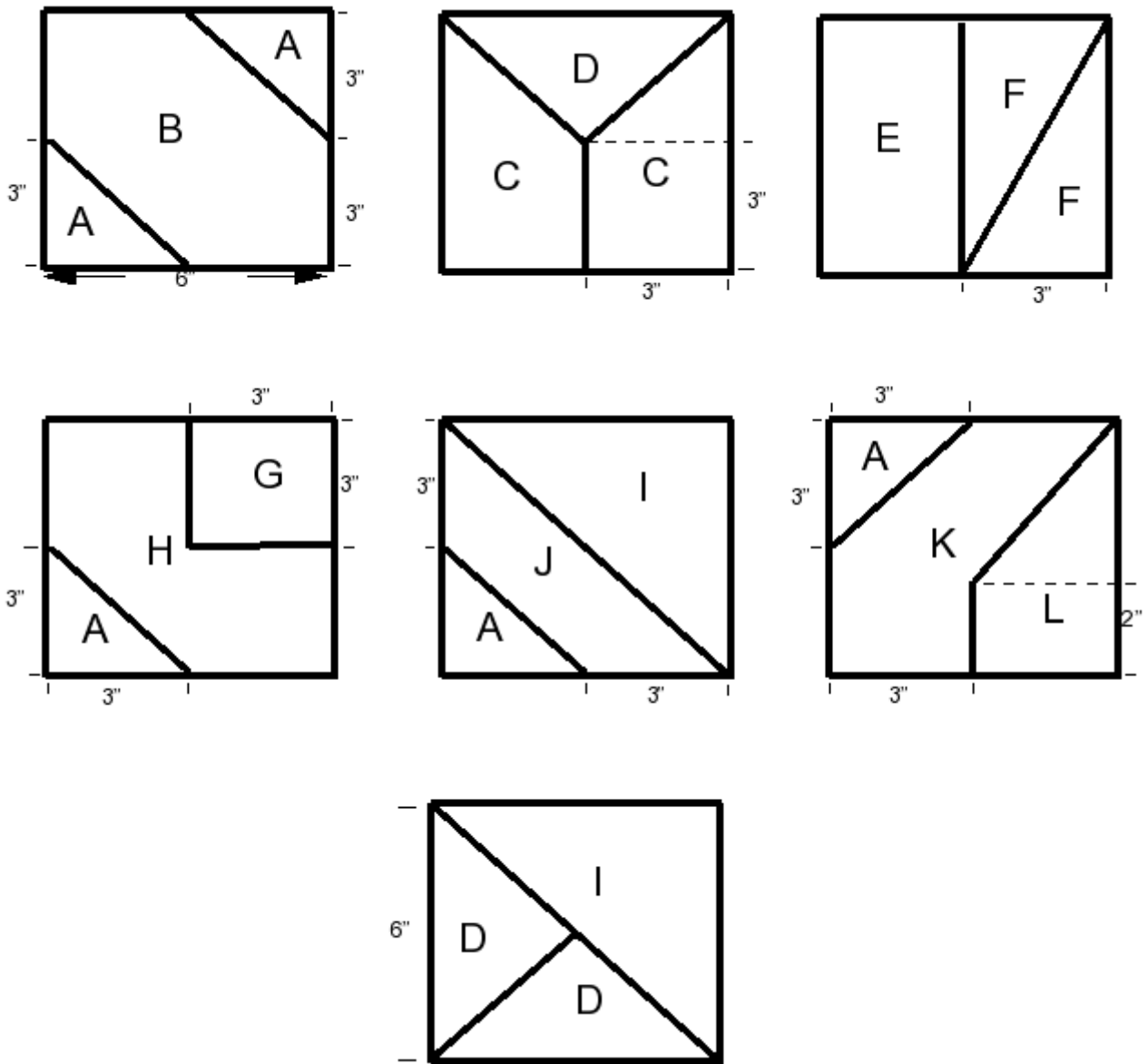
- d. Erase the pencilled letter from each piece and mark as appropriate for individual envelope.
- e. Consider break-up of group and actions to be taken with break down in exercise or early completion.
- f. Plan what limited information DS intends to give group - this is dependent on group.

60515. **Brief.**

- a. *Situation.* All members of your group have an envelope with three pieces of card in them.
- b. *Mission.* Each person in your team is to make a square from the pieces provided.
- c. *Execution.* There will be no taking or asking for other persons pieces, either by force or non-verbal persuasion. You may only take a piece when it is offered to you.
- d. *Administration and logistics.* You have all the equipment required.

e. *Command and signal.* There will be no talking at all during this exercise. There will be no questions and the above rules start now.

60516. **Points to watch.** Aggravation of members, who want specific pieces, with persons who will not release them



Infernal Towers

60517. **Aim.** To show some of the blocks in communication that come from peoples tendency to assume that their "reality" is the same as that of everybody else.

60518. **Participants.** 18 broken into groups of 6.

60519. **Location.** Indoor Classroom

60520. **Resources.**

- | | |
|---|--------------------------|
| a. Lego or similar building bricks. | <i>Large quantity</i> |
| b. Instruction cards as described in the game | <i>1 per team member</i> |

60521. **Time.** 20 min.

60522. **Preparation.**

- a. Divide your group into teams of six people. Give each team a large quantity of Lego or similar interlocking building bricks. Give each member of each team a card bearing a specific piece of information regarding the task, as follows:
 - (1) The tower must contain 20 blocks.
 - (2) The tower must be ten levels high.
 - (3) The tower must be built of white, red and yellow blocks only.
 - (4) The tower must be built of red and yellow bricks only.
 - (5) The sixth level of the tower must be a different colour from the rest.
- b. It is your task to build the tower. If other members of your team try to handle the bricks you, must stop them and insist on doing all the actual building yourself.
- c. When you first assemble the teams, explain that they have to build a tower with Lego bricks (or their equivalent) and hand out the instruction cards, one to each player, adding that no one else is to know this information. Announce that the game will be played in silence, and let them get on with it.
- d. *Note:* If for any reason you want to have more or less than six people on each team, you can vary the number of instruction cards. Feel free to make your own instruction cards. The only criterion is that the respective instructions must be conflicting.
- e. Some examples of things that are likely to happen are that one player attempts to place a blue brick, only to have it removed, with apparent indignation, by another player. A third will try to stop anybody else from doing anything, and so on. One of a number of situations tends to repeat itself from game to game, and we use this afterwards to initiate discussions:

60523. **Brief.**

- a. *Situation.* Your syndicate has just won a building contract.
- b. *Mission.* You are required to build a tower with LEGO bricks. Each of you has a specific instruction regarding the task.
- c. *Execution.* You have 20 minutes to complete this task and are not permitted to show your instructions to anyone.
- d. *Administration and logistics.* You have all the equipment necessary.
- e. *Command and Signal.* The exercise will be conducted in silence.

60524. **Points to watch.** Team integrity is important in this exercise. Watch for frustration or aggravation

Instruction Cards

| | |
|--|---|
| The tower must contain 20 blocks. | The tower must be built of red and yellow bricks only. |
| The tower must be ten levels high. | The sixth level of the tower must be a different colour from the rest. |
| The tower must be built of white, red and yellow blocks only. | It is your task to build the tower. If other members of your team try to handle the bricks you, must stop them and insist on doing all the actual building yourself. |

PART 6-06 - EXERCISE QUICK DRAW

60601. **Introduction.** This is an indoor, table-top command task.

60602. **Personnel.** Six or more

60603. **Time.** 10 minutes.

60604. **Stores.**

- a. *A4 Paper* See below
- b. *Pen* 1 per team

60605. **Preparation.**

- a. Split the cadets into teams.
- b. Any higher numbers should be split into teams of four, six or nine as appropriate
- c. Decide on a number of sheets of paper – the greater the number of sheets, the harder the exercise. The number of sheets must be greater than or equal to the number of cadets in a team.
- d. Decide upon the item to be drawn – it should be a simple item capable of being drawn from memory – ie a farm animal, or a house.

60606. **Brief.**

- a. In your teams, you are to draw a [name of object to be drawn].
- b. The [object] is to be drawn on all of the sheets of paper
- c. Each member of the team will have a single piece of paper on which to draw their segment of the [object]
- d. The pieces of paper are numbered from one to [number]
- e. [give the appropriate brief based on the number of team members, as follows]:
- f. *Three sheets.* When finished, the pieces of paper will form a single sheet, with sheet one on the left, two in the middle and three on the right. Each piece of paper will be in a portrait orientation.
- g. *Four sheets.* When finished, the pieces of paper will form a single sheet, with sheet one in the top left-hand corner, two in the top right, three in the bottom left and four in the bottom right. Each piece of paper will be in a landscape orientation.
- h. *Six sheets.* When finished, the pieces of paper will form a single sheet with two rows, with sheet one, two & three in the top row from right to left, and four, five & six in the bottom row. Each piece of paper will be in a portrait orientation.
- i. *Nine sheets.* When finished, the pieces of paper will form a single sheet with three rows, with sheet one, two & three in the top row from right to left, and four, five & six in the middle and seven, eight & nine in the bottom row. Each piece of paper will be in a landscape orientation.
- j. You will have five minutes to plan your drawing – during which time you will not have access to the paper.

k. You will then have one minute to draw your part of the picture, during which time no one may talk or look at each other's work.

l. The sheets will then be assembled according to their numbering, with the team that I judge to have drawn the best [object] as the winner. The primary objective is how well the different sheets go together to make the [object], rather than the artistic merit of the picture.

60607. **Layouts.**

a. Three:

| | | |
|---|---|---|
| 1 | 2 | 3 |
|---|---|---|

b. Four:

| | |
|---|---|
| 1 | 2 |
| 3 | 4 |

c. Six:

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |

d. Nine:

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

PART 6-07 - EXERCISE TOWERING INFERNAL

60701. **Situation:** A hurricane has devastated the island of Del Monte, destroying many transport links. One of the most important of these is the Kumquat bridge, which carries the A1 road over Umbuto Gorge.

60702. **Mission:** Build a bridge capable of spanning Umbuto Gorge

60703. **Execution:** Note the following points:

- a. The gap from one side of Umbuto Gorge to the other is 50cm at its narrowest point
- b. The bridge must be made off-site and transported into position; it must be fully mobile and free-standing (no taping or tying of the bridge to the gorge)
- c. The bridge must be capable of supporting the weight of a single 3822 in the centre of the span.
- d. No part of the bridge may extend down into the gorge – it may extend as far as necessary upwards or laterally.

e. Timings are as follows:

- | | | |
|-----|---|------------|
| (1) | Planning time | 10 minutes |
| (2) | Build time | 20 minutes |
| (3) | Buying of materials will take place at the end of the planning time | |

f. You have £100,000 to spend on the projects. Materials and tools are available as follows:

- | | | |
|-----|--------------------------------|---------|
| (1) | Tools | |
| (2) | Ruler | £10,000 |
| (3) | Scissors | £20,000 |
| (4) | Stapler with around 30 staples | £25,000 |
| (5) | Materials | |
| (6) | Paper (A4 sheet) | £1,000 |
| (7) | Selotape (10cm strip) | £2,000 |
| (8) | Packing tape (10cm strip) | £5,000 |
| (9) | Elastic band | £2,000 |