

Catapult to Success

A Game of Inches

“**Phenomenal!** It was all positive. Our team had a blast, they couldn't have been more into it, from the ice breakers right up to the main event. There isn't anything I would do differently, so thanks for that. Rob is a great “MC” for lack of a better word and the debriefings were very interactive. You made me look good in planning this event for them.”
T.S. – Cognizant



Primary Benefit: Teamwork!

Secondary Benefits:

- Goal clarification
- Problem solving
- Basic project management
- Resource Management
- Creative thinking
- Fun and camaraderie

The Game: Catapult your team to success with this design and build program where participants have to design and build a fully functional catapult and compete for challenges of distance and accuracy. Following the brainstorming on the plan, testing the prototypes is the first test launch. Then comes the team refinements,



more negotiating and bartering and we put the teams together for a measured challenge.

Provided with a unique set of materials and a budget to buy or negotiate with other teams for more, teams will first test themselves against other teams and then come together to work together with the other teams to create the most effective and efficient Catapult.

Training Module or De-Brief:

Choose an optional post game discussion on cooperation, team problem solving, strategizing, decision making and team awareness.

Minimum/Maximum Group Size:

Catapult to Success can be played by groups as small as five persons and as large as 400+ and works well both inside and outside.

Program Length: Approximately two hours, depending on the size of your group. This can be lengthened or shortened based on your needs and time limitations.

Space Requirements: Works both indoors and outside.