



race around the world

Teams discover festive facts from around the world as they race through the night delivering presents.

How It Works

Participants connect in an online breakout room, elect a 'Santa' and the others take on the role of Elves. Their objective is to race through the night delivering toys to the children in as many countries as possible, before the dawn breaks. Teams complete festive themed challenges to earn carrots to keep the reindeer flying. The Elves can see the challenges but can't input the answers. The Santas can input answers and take photos but don't know the challenges until guided by the Elves. A bonus crate of carrots awaits the team who complete the ideal set of toys. A countdown clock on each of the six continent stages, maintains the pace. The team to finish all the stages with the highest score wins.

Learning Outcomes

'Race Around the World – Festive Edition' allows remote workers to break out from siloed roles, interact with colleagues and bond on an informal level. The team start by planning despite a lot of unknowns and adopt an agile approach as the game unfolds. An enquiring mind, creative thinking and keen investigative skills are required to gather the information and to co-ordinate their actions to solve challenges. The game design encourages all participants to engage in active listening and clear, concise communication; ensuring participants sharpen online communication skills. Teams members bond through a shared objective and find enjoyment while escaping on a virtual trip around the world with a festive theme.

Key Outcomes

- ✓ Fun & motivating
- ✓ Shared positive experience
- ✓ Team dynamics
- ✓ Effective communication



8 - Unlimited



Indoors



1- 1.5 hours



Competitive/
Collaborative

