

A series of over 50 creative and lateral thinking exercises and activities used by top companies to develop creative thinking, problem solving and teamwork

Our fun creative game has something for the 'thinkers' and the 'doers'. It helps individuals and teams develop the creative thinking skills required for effective corporate teamwork.

Some of the practical creative activities include:

- Use the materials provided to make a shape that will fit into 3 different shapes
- Get a team member's body through a postcard
- Escape from being 'handcuffed' from a partner.



Some of the problem solving activities include:

- Push the cup through the hole (the hole is smaller than the cup)
- Arrange 6 matches so they make nothing!
- Which is the odd one out: Brilliant, Bassoon, Carpet, Cattle, Dabble, Delight
- Use 6 matches to form 4 triangles
- From the clues supplied; identify the time of the murder.



Organisations that survive and thrive are not the ones with the deepest pockets, but those that can unleash and apply the creativity of their workforce. This creative thinking game helps by exploring and developing these key areas:

- creative thinking
- lateral thinking
- creative problem solving
- resourcefulness
- reading instructions carefully
- considering all options
- thinking inside and outside the box
- effective teamwork.

The creative games are ideal for a trainer to use on a creative thinking course, or for corporate team building.

"This game is a great resource with lots of information on creativity, lateral thinking and problem solving. I followed the advice and information in the Trainer's Guide and it worked a treat. It saved me lots of research and preparation for a creative thinking session."

D. Whitely - Independent Trainer

The Creative Business Company

The resources with the game include:

- Participants Activities - separate briefing sheets of the activities and exercises. You can select those you want to use, or use them all
- Trainer's Activities - the briefing sheets for the participants and suggested answers (team's often find other creative answers)
- Trainer's Guide - a great resource for training creative thinking.



The guide provides information on how to introduce creative thinking, some icebreakers to get the team thinking creatively and details of a number of techniques that you can use to achieve a creative answer to a problem.

Examples of the Team Activities

There are team and individual creative exercises

Air Traffic

Aircraft are in a holding pattern waiting to land at an airport, but a computer malfunction results in the planes approaching towards each other.

The team's task is to rearrange the planes into a safe pattern to facilitate the landing process.



Handcuffed

Two of the team must put on the string handcuffs with the string of one handcuff going behind the other.

Their task is to get released from their colleague.

They must keep the handcuffs on at all times and not cut the string or untie it.



Spot the colour

This exercise is designed to increase flexibility and ability to overcome the restrictions of habit.

In order to identify the hidden colours, you have to disregard the signs that say "stop" - such as word spacing, periods, and commas. People who are habit-ridden will find this exercise very difficult.

Briefing

Spot the name of a colour which is concealed in each sentence.

1. A plane in a tailspin keeps going down; the pilot must react quickly.
2. Exercise will help you to live a long life.
3. He let out a big yell, owing to the injuries he received when he fell.

These are a few of the 10 colours the team will be tasked to identify.

Which light switch?

Briefing

There are three switches downstairs. Each connects to one of the three light bulbs in an upstairs room which you cannot see. You can turn the switches on and off and leave them in any position.

How would you identify which switch connects to which light bulb, if you are only allowed one visit into the room with the lights?

Produce Something

This activity requires the team to be resourceful; a key ingredient in the ability to think creatively, to generate ideas, and to identify alternatives.

The team needs to produce:

- something which is full of holes and yet holds water
- something which by losing an eye has nothing left but a nose?
- something which is bought, put on the table and cut, but is never eaten
- something where you always find happiness
- a model aircraft which will fly freely 20 metres within a 2 metre wide corridor
- a free-standing structure 1 metre in height, built of materials sourced by you today
- a device made by you today, that can calculate the area of a square 10 cm x 10 cm. This must be achieved other than writing on paper or using a computer or similar device.

These are a few of the 25 the team will be tasked to produce.

"I loved it! There was a variety of exercises which required varied skills including creativity and logic - something for everyone. I really enjoyed getting to know people from other departments - really encouraged team work."
L. Manneimer - Access Accounts

These are only some examples of the activities and exercises in the Creative Business Company. Choose from the wide range of activities to use them all at once or select some to use at different times or events.

Users' Comments

"Thanks to you and your team for a very enjoyable exercise on Tuesday's event. It was really good fun, but with a serious message which I think Chris put across very well at the end of the exercise."

"As promised, here's some verbatims from the feedback exercise I did following Anne's event that talk specifically about your session. People were asked what the highlight of the event was for them."

"The afternoon team event was informative and fun."

"The event in the afternoon was certainly enjoyable."

"The team game - good for networking and team work."

"Team bonding session in the afternoon." M. Chambers - Openreach

"We had an excellent day with Elite Training. The Creative Business Company, not only enabled us to challenge ourselves but also helped to build team spirit which will be carried on into the workplace. A big thank-you to Mick and Liz." H. Needham - BT

- Timing:** This Creative game lasts from 30 minutes to 2 hours + debrief (depending on how many activities you use).
- Numbers:** Any number. For more than 10 you may need to buy some of the plastic shapes.
- Who:** Staff at any level.
- Licence Free:** When you buy this training material, there are no restrictions on the number of times you can use it.
- Cost to buy:** You can buy this training game (which includes a trainer's guide) and use it yourself for £350 + delivery and VAT (if applicable).

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