

Simple to run, fun icebreaker or team game focusing on Communication, Planning, Problem Solving, Safety Awareness, Support, Trust and Teamwork.

Team members must get over the electric fence without anyone touching it.

Can the group keep calm, work together? They must also solve the problem and given the clock is ticking and anyone that touches the fence could get their fingers burnt!

There are many safety issues the team need to consider and it is not as easy as people often imagine. The challenge can also be made more difficult by making the "electric fence" higher.

This training resource is designed to develop:

- communication
- safety awareness
- support and trust
- problem solving and planning
- teamwork.

Benefits of the game:

- Integrates into any training situation
- Run this game indoors or outside
- Acts as an icebreaker and leads to greater understanding between group members
- The facilitator can brief the group so it can be used in any language
- Simple to set up and administer with clear instructions and Trainer's Guide with debrief suggestions
- Brings out key issues such as Communication, Safety Awareness, Planning, Support, Trust, Teamwork and Leadership.

The Icebreaker Game Includes:

- 2 Electric Fence Posts for indoor and outdoor use
- "Electric" expanding ropes for easy construction
- Pegs to secure the fence when used on grass
- Danger Electric Fence Sign
- Laminated Team Sheet
- Trainer's Guide.

In addition to the equipment supplied you might also find the following useful:

- Watch or mobile phone to time the team(s)
- Notepad to make notes during the game
- Camera to record their success!
- Flipcharts and pens for the debrief.



What to Do

- 1 Read through the Trainer's Guide and Team instructions fully to ensure you are familiar with the game.
- 2 If you are using the game outside - Push one of the fence poles into the ground and attach the bungee rope (with the Electric Fence warning sign in the centre) to the pole. Attach the other end of the bungee rope to the other pole and position the pole at a distance from the other pole so the bungee is reasonably tight. Push the second post into the ground.
- 3 Use the longest bungee rope to support the poles with a tent peg at each end. This rope will also form the highest part of the electric fence which will be about hip height so it is not possible to step over it (you can easily change this for different group abilities).
- 4 The setup up is similar to outdoor use, except use tables or stacked chairs and tape to support the fence poles.
- 5 Brief the participants on the task.
- 6 Monitor the teams to ensure they do not take any risks and keep to the rules. You can also help and support them as necessary.
- 7 Celebrate success and debrief the activity.



Timing: The Electric Fence game lasts between 10 and 20 minutes + debrief.

Numbers: 5 to 12 participants.

Who: Staff at any level.

PC required: None.

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 business game (which includes a trainer's guide) and use it yourself for £175 + delivery and VAT (if applicable).

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