

# Roller Coaster Ball Game

**A fun practical activity requiring trust, planning, cooperation, creativity and teamwork.**

Roller Coaster Ball Game is a riot! Teams have limited time to plan and construct a Roller Coaster which will allow a ping-pong ball to be dropped in at one end and travel to the other end by gravity alone!

This game can be run many ways including:

### **30-Minute Team Challenge**

One of more teams compete against the clock (and/or one another) to construct and test a Roller Coaster in 30 minutes.

This may sound easy, but the instructions require teams to construct the roller coaster complying with specifications that need creativity and planning. The time limit also adds pressure more tension!

### **30-Minute Time Trial**

Two or more teams each build a Roller Coaster, but they need to plan and cooperate because each construction is timed to meet a tight schedule. All will be revealed in the Trainer's Notes and Team Sheets.

### **50-Minute Team Cooperation**

Three teams work in different areas or in their own syndicate rooms, where they construct a different section of the Roller Coaster. When working in separate teams, one person from each team can meet with one person from either of the other two teams to discuss the sections are at the right height and width. There can never be more than two people at a meeting. Plenty of opportunity there for Chinese Whispers!

After 45 minutes the three teams come together to assemble the three part Roller Coaster. Will their planning and meetings bring success, as they fit the sections together as instructed?

### **Key points:**

Roller Coaster Ball is great fun but also, each session illustrates the importance of some or all the following skills:

- Ability to work as a team
- Ability to work with other teams
- Trust
- Liaison with internal customers
- Being part of a larger enterprise
- Managing Meetings
- Strong leadership
- Vision
- Decision-making processes
- Working under pressure
- Time management
- Planning skills
- Quality work
- Motivation



### **Users' Comments**

*"Brilliant; challenging and fun. Roller Coaster is a great learning tool."*

*"Easy to use for so many purposes including an icebreaker, teamwork and communication. It always brings out many learning points."*

*"I wish I knew about Roller Coaster Ball earlier; it has helped to develop teams quickly."*

## Running the 50-Minute Team Cooperation

1. Introduce the activity. Divide the group into three teams and install in separate rooms or areas to build a different part of the roller coaster.
2. Give the teams the briefing sheets and the supplied material for them to build the roller coaster.
3. After 45 minutes the teams meet and join their parts of the roller coaster. Have they worked together well enough for it to work?
4. Celebrate success!



By reflecting on how individuals performed within the team and how they interacted with the other teams, participants in the Roller Coaster Ball game come to an awareness and understanding of the need for key teamwork and cooperation skills. It is important at the end of the game to relate the lessons learned to what happens in the workplace. This transfer of learning is key!

Above all, teams are made aware that all parts of an organisation have their own part to play, their own problems and their own desire to perform well. Different departments or units should work together, if wider organisational objectives are to be met. Good inter-team communications are vital for this process.

Getting this common-sense lesson across is an essential part of performance improvement, employee satisfaction and motivation - as well as increased profits.

**Timing:** Roller Coaster Ball game lasts for 30 to 50 minutes + debrief.

**Numbers:** 9 to 21 (3 teams of 3 to 7 per team).

**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 £350 + delivery and VAT (if applicable).

We will also run this game for you, please contact us for details.

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