



Team Toolkit

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EGG DROP

Type of activity: Energiser

Participants: 6-50

Timing: 15-30 Minutes

Key themes: Teamwork, Creativity, Time Management

Overview

Teams of between 3 and 5 participants are asked to make a structure from limited materials, which will prevent a raw egg from breaking when it is dropped by the facilitator from a height of 10ft.

Pre-Work

None required.

Equipment and Layout

- Boxes of plastic drinking straws to enable each team to be issued with approximately 50 straws
- One roll of gaffer/duck/cloth tape
- Raw eggs – allow 2 per team to accommodate breakages during construction
- Step ladders or safe point from which to drop the egg
- Sufficient clear floor/table space for teams to work on their device.

Running the Activity

Introduce this as a creative challenge with very few rules

2. State that the objective is that each team must design and build a structure that will prevent their egg from breaking when dropped from a height of 10 feet onto a solid floor (do not give any guidance as to the style of design, if questioned simply restate the objective)
3. The teams have just fifteen minutes in which to build their structure

4. Should more than one team succeed in protecting their egg, the winner will be determined by the fewest straws used.
5. Issue each team with approximately 50 drinking straws, one egg and a 1 meter length of gaffer/duck tape
6. Encourage the teams to work out of sight of one another
7. During the exercise walk around the teams giving time checks and monitoring progress
8. After 15 minutes call the teams together around the drop area
9. As the facilitator, you should drop the eggs but make sure you insist that the teams are satisfied with how you aim and make the drop or you may get the blame for a breakage.

Additional notes

None

Review and Conclusions

- Ask the teams what happened during the design and construction phase
- Ask whether their design changed and why
- Identify any positive individual contributions that you noticed during the task
- Ask what each team (starting with the least successful) would do differently if they were to repeat the exercise
- The infinite variety of solutions to this exercise it make it an excellent creative energiser, after which teams are likely to be more open to creative thinking

Follow-up

Extreme Brainstorming follows this exercise very successfully

For further suggestions on follow-up and other team activities, go to www.freshtracks.co.uk or email mail@freshtracks.co.uk

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