



2-3 h

15-200  
people

outdoor



PL / ENG

*Cool ideas win*

*It was over 100 years ago, in 1907, that Henry Ford started producing Model T Ford cars in Detroit. Since that time, the car has changed from a technical novelty into the most popular means of transport throughout the world. And although more and more people can boast about having a driving license or a car, there are only a few who can say that they CONSTRUCTED a car. Now you have such an unrepeatable opportunity!*

### The game for:

- teams that need some fresh energy, creativity training and quick success
- people wishing to practise teamwork and cooperation in projects
- groups that start working together and are getting to know their individual styles of action
- teams that are preparing for changes and need to go beyond their thinking patterns
- those who need a creative start-up (i.e. for all of us!)

### Challenge:

You are employees at the factory specialising in manufacturing unique custom-made cars. At the factory, you will be welcomed by the Shift Manager, who will help you divide yourselves into teams. You will be guided around the factory, become familiarised with the OHS rules and provided with protective clothing. And then? Then you will get orders to construct cars. Your task will be to construct the most accurate replica of a car in your order. You will be able to use the materials available in the warehouse. Unusual orders can include, for example, a Formula One car or a vehicle for Batman. After completing all the vehicles, you will undergo tests that will evaluate both visual values of the vehicles and their performance on the race track.

### Logistics:

A large, relatively flat area outside the building is useful. Exproffesso provides all the necessary materials and tools required to construct the vehicles. No dangerous tools are used during the game.

### Advantages:

- a school of creativity in an ecological recycling spirit
- team challenge that gives you wings (or at least wheels)
- good experience in project work, plan execution and verification of results

### Extensions/Variants:

- a workshop during which communication standards of the team will be discussed
- constructing vehicles can be a part of a bigger event during which, for example, cars will be tested on a real race track
- the game as an on-boarding task for new employees
- an extended event part regarding vehicle testing: crazy races, unusual contests, crash tests, etc.
- it is also possible to use the materials indicated by a customer – e.g. industrial waste, customer's products

### The game through the eyes of the participants:

"Smart. I don't know a better word to describe these workshops."

"Well, I'm a girl, I don't have my own car or a driving license. But I had a great fun constructing Batman's vehicle. Is there something wrong with me?"

*What we need is some people who will never believe that something is impossible.*

*Henry Ford*

