

# Washing Machines

Team Building Event



*Developing People, Teams & Leaders*

[www.BuildingTeams.com](http://www.BuildingTeams.com)

800-513-8759

# Washing Machines

## Table of Contents

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|   |          |
|---|----------|
| Introduction to Reparior and <a href="http://www.BuildingTeams.com">www.BuildingTeams.com</a> ..... | 3        |
| <b>Complete Instructions to Run a Successful Event</b> .....  | <b>4</b> |
| Purpose .....   | 4        |
| Length of Exercise and Short Agenda .....   | 4        |
| Equipment You Will Need.....  | 5        |
| Safety Tips.....  | 5        |
| Storyline.....  | 5        |
| Setup .....   | 6        |
| Variations.....   | 6        |
| Dynamics to Watch For:.....   | 7        |
| Questions for Group Discussion .....  | 7        |
| Tips and Tricks from Our Professional Facilitators.....   | 7        |

# Washing Machines

## Repario Ltd.

### Introduction to Repario and [www.BuildingTeams.com](http://www.BuildingTeams.com)

Repario Ltd. was founded to help organizations build successful teams through individual discovery and experience.

A real team requires many attributes to be successfully implemented:

- Common Goals
- Leading and Leadership
- Communication
- Trust
- Accountability
- Problem Solving
- Decision Making

As a company, we focus on every aspect of a 'real' team. We have developed 'team building' products and workshops to help your team successfully implement the attributes we have listed above.

We have created these products to be as easy as possible to run and still achieve your desired outcomes. You could have purchased, or may own, any number of books on team building activities with hundreds

If you are like most of our customers, after looking through the team building activity book, you are wringing your hands and wondering,  
*'Which one of these activities is ACTUALLY going to work!?'*

We are here to help.

You did not simply purchase this activity, you purchased our professional expertise. You can call and speak with any one of our facilitators about your specific needs, your group and your environment to make sure this event is going to work for you and how to possibly tailor it to fit your group.

Many times, we all simply need to talk to someone and be reassured that the activity IS going to work. We are more than happy to talk you through the activity as many times as necessary.

This the same approach we take with our workshops so you may want to consider giving us a call for your next workshop, event, retreat, meeting or conference and find out how we can help you.

Make it a great day!

Repario Facilitative Staff.

# Washing Machines

## ***Complete Instructions to Run a Successful Event***



### **Purpose**

This event is designed to stimulate dialogue about how team members work together to be more efficient and effective.

Through creativity and group teamwork, the group will see how much more can be done than alone.



### **Length of Exercise and Short Agenda**

Total time is roughly 30 to 45 minutes and should not exceed 60 minutes. This depends largely upon how quickly your group accomplishes the task and how much discussion is generated.

- 5 Min. Introduce Activity & Cover Ground Rules, if any
- 15 Min. Activity
- 20 Min. Group Discussion
- 5 Min. Wrap up and Set Expectations – Miracle 10%

The discussion is the most important piece of this agenda as that is where the knowledge learned in the activity is transferred back to life, work, etc.

# Washing Machines



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## Equipment You Will Need

No equipment is necessary for this activity

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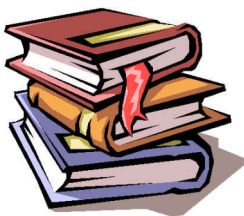


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## Safety Tips

No Safety Tips

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## Storyline

Your crack executive team has just been given a seemingly impossible task.

You must turn the entire company around with a load of 10,000 old washing machines.

Selling the machines means success and the company survives, failure means everyone is out of a job and the company goes under.

Good Luck!

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# Washing Machines



## Setup

1. Divide the team up into teams of three to six
  2. Tell each team they have been given a load of 10,000 of used old washing machines.
  3. They must market these machines and prepare a sales pitch (a 30-second commercial) for the rest of the group.
  4. Allow each team to work for 15 minutes.
  5. Each team presents its commercial to the rest of the group.
  6. Option – Have the group vote on the most creative/unique/sellable ideas.
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## Variations

- Instead of giving it to the group immediately, have each individual come up with ideas on their own for 4 to 5 minutes.
  - Let each team decide if the washing machines are operable or not.
  - For highly competitive groups, rule that participants may not vote for their own group.
  - Rather than a 30-second commercial, each group creates a full-page magazine ad for their products on a piece of flipchart paper.
  - Rather than a 30-second commercial, each group must create a website on a flipchart.
  - Try other objects – almost anything – old monitors, old televisions that were hidden away in a bunker, 1994 Manhattan phone books.
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# Washing Machines



## Dynamics to Watch For:

- Individuals controlling their particular group.
- Individuals only trying to get the group to accept only their idea.
- The group not thinking creatively.



## Questions for Group Discussion

1. How did your team arrive at the marketing plan?
2. What assumptions did you make about the washing machines? (*That it must be related to laundry, that you must sell to consumers, that you could not alter the washing machines at all, etc.*)
3. How did the assumptions you made about the washing machines affect the end result?
4. What implications does this have for you back on the job?



## Tips and Tricks from Our Professional Facilitators

1. Have one or two offbeat ideas of your own before the activity begins. If a team is really stuck, offer the ideas to help get them started.
2. Emphasize the commercial can only be 30 seconds long and you will be timing them.

# Washing Machines

**Notes:**