



ROLE PLAYING



Ever wondered what it feels like to walk in somebody else's shoes? Now, here is your chance to find out... During this team building event you are in for surprises and learning experiences.

DETAILED DESCRIPTION:

WELCOMING OF THE GUESTS

Event assistants meet the guests and help them make themselves comfortable. While waiting for others to arrive, the guests can have a cup of tea or coffee or grab a bite, if they're hungry.

An untidy, shabbily dressed person is walking from one guest to another and begging for food or money. At some point, the guests notice that the stranger has quietly disappeared.

OPENING OF THE EVENT

When everyone has arrived, the Host of the Event greets the guests and introduces the concept of the event – "Role Playing". The same mysterious beggar approaches the Host and the guests should be surprised: he (or she) is the Company's CEO (or the Head of Department, Unit or similar, the employees of which participate in this team building event). He (or she) greets the participants and describes what it feels like to walk in somebody else's shoes, as he (or she) has just had an opportunity to experience.

The Role Playing Activities

The Host asks everyone to take a stick out of a bag: the ones who have short sticks are in one team, and those who have long sticks are in the other (you can have more teams, if needed).

Now, it's time to get to the point and finally find out what it feels like to walk in somebody else's shoes. The teams complete the tasks according to the timetable that has been prepared in advance; they have to complete some of the tasks on their own, however several tasks are games where the teams have to compete with each other.

In a Sportsman's Shoes I

The teams compete in a football match; only this time the game is going to be pretty unusual. Two players have to wear one pair of shorts, which have three legs. This calls for communication between the players and synchronized movement, otherwise they're bound to trip and fall.

In a Builder's Shoes

The team members are divided into Architects, Builders and Messengers. The task is to build a construction using Lego building bricks similar to the already built one. The Messengers describe the construction to the Architects who in their turn describe it to the Builders. The communication chain works only this way and backwards, and only the Messengers can see the original construction.

In a Hunter's Shoes

The teams are given maps and have to find the places marked on it. In each of those places some ingredient for that day's lunch is hidden, thus the task is to collect all of them.

In a Cook's Shoes

Once all the ingredients have been collected, each team has to cook one dish (soup, the main course, etc.) on a fire that they make themselves. Then they relax and have lunch together.

In a Sailor's Shoes

The teams are given some building materials, such as barrels, boards, ropes, and have to build a raft. Then they hop on it and cover a particular distance, to the spot where they have to complete some task (for example, to create a painting on the water using balloons) and then get back.

In a Sportsman's Shoes II

In this game, one member of the team has to throw ten eggs over the net, and the members of the opposing team have to catch those eggs without breaking them.

In a Sculptor's Shoes

The teams have to make a sculpture using the natural materials they can find on location. Another option is to give the teams some materials to work with.

In a Designer's Shoes

In each company, there's an object or a tool that the employees use very often. The teams have ten minutes to think of as many innovative ways to use it as possible.

In an Engineer's Shoes

The teams have to make a robot using the materials they are given, for example, tins, wire, etc.

In a Surgeon's Shoes

The teams have to perform a complicated surgery: they are given various 'body parts' and have to make an alien. To make it even more complicated, the blindfolded 'surgeon' is hanging in the air and his teammates are holding the ropes.

In a Painter's shoes

One representative from each team is given a piece of a well-known painting (a reproduction). He can't see what the whole painting looks like and he can't show the piece to his teammates either. His task is to describe the piece to his teammates in as much detail as possible so that they could paint/draw it. Communication between separate teams or taking a quick peep at other teams' work is not allowed. Later the pieces painted/drawn by the teams are put together to make one completed painting; now the teams can have a look at the original painting and compare the result.

EVENING ENTERTAINMENT

Once the competitions are over and all the tasks are completed, the teams get together to share the impressions. The Host of the evening all of a sudden remembers that during the day no one has tried walking in a Singer's Shoes. Is it really as easy as it seems? Thus the teams are given the final task: to compose and then sing a song. They are given ten words (which are not related to each other in any way) they have to include into their song. And that's not all: the song has to be composed in a particular genre: pop for one team, rock for another and similar. All the team members have to be included in the performance: they can be dancers, backing vocalists or do something else. The teams are given an hour and a spot where no one can see them to prepare and rehearse. The concert should be really fun and filled with highlights that the guests can remember and laugh at when they later sit by the fire or the fireplace.



We wish you a stunning party!