



## Rollercoaster

A civil engineering task to design and build a giant rollercoaster, which will transport a ball through a series of checkpoints. Designed to challenge teams to work towards a set time based objective, overcoming difficulties and re-design along the way.

We task the team to set a target time which they predict it will take a ball to travel along their rollercoaster, through each checkpoint on the way. This predicted time is set before they begin construction. The team are therefore building their structure to meet a fixed time objective. For those teams that succeed in hitting their target, the sense of achievement is something they will remember throughout the day.

### What will your team learn?

- The importance of setting realistic time based objectives
- The best made plans don't always work out; managers must have the courage to say, "Stop, let's start again!"
- Delegating tasks, designers, builders, timers, etc. must reflect an individual's skills and preferred methods of working. Use strengths, support and assist where weak.
- Think outside the box; bend some rules to achieve the objective!