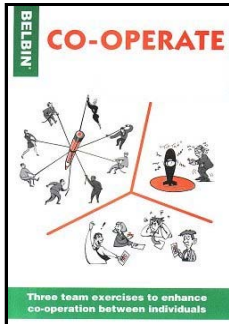


Belbin Co-operate



The game specifically designed to promote co-operation between team members



THE CONCEPT

CO-OPERATE has been designed by Nigel Belbin to help teams and individuals work more effectively together.

The three exercises have been designed to demonstrate the importance of co-operation between team members and thus counter natural competitive behaviours that tend to prevail in the workplace.

WHO CAN RUN IT?

It is designed for use by trainers, facilitators, consultants or others who need to demonstrate the dynamics of team working and the importance of co-operation.

WHO SHOULD PLAY IT ?

Any team or group of people who would benefit by improving mutual understanding and co-operation.

About the game

CO-OPERATE can be played with groups of 4-8 people. It uses three action-oriented exercises to illustrate and overcome common team-working problems and to demonstrate the importance of co-operation.

By working through the exercises, people experience the penalties of getting it wrong and the benefits of getting it right. This active learning serves to enable the lessons learned to be applied within the workplace.

Each of the exercises described below can be used separately.

TEAM WRITE - involves team members working together in *harmony* to jointly manoeuvre a pen using the apparatus supplied to draw a number of objects.

TEAM BUILD - requires a degree of *self-sacrifice* to enable the team to succeed in producing a number of specified designs from pieces issued to team members.

TEAM RESCUE - demands *good communication* and planning as the team sets about the task of defusing a very sensitive "bomb" within a challenging time limit.

Contents

- Trainer's instruction and debriefing manual
- The *Team Write* drawing apparatus with pen
- The *Team Build* 8 boards and 51 magnetic playing pieces
- The *Team Rescue* "bomb", terrain, 5 ropes and three blindfolds
- Audio CD by Meredith Belbin giving an overview of the learning points
- Participants' folder containing plastic laminated encapsulated pages (well protected for repeated use).



All the above is packed in a neat, durable, suitcase style box measuring 60 x 22.5 x 19 cms. (Weight 15 kg)

How long does it take to play?

Running all three exercises and providing feedback and discussion takes approximately 1½ to 2 hours.

How much does Co-operate cost?

The game along with all the materials and a trainers guide is **545 GBP** plus delivery and VAT.

As an alternative to you buying Co-operate you can arrange for CERT to run the exercise for you.

Other active learning exercises available from CERT include: **Belbin Contribute Team Role exercise** and **Going for Profit business simulation exercise**