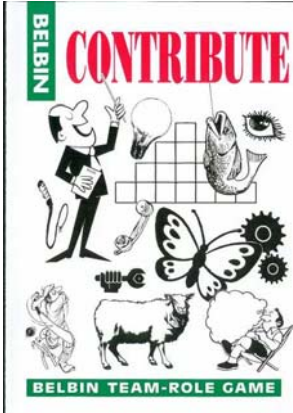




Belbin Contribute

The game specifically designed to support Team Role learning



THE CONCEPT

Invented by Nigel and Meredith Belbin, this tremendously fun team game has been specially designed to demonstrate how each of the nine Belbin Team Roles come into their own. It provides a active learning environment offering the opportunity to experience the benefit of distributing work appropriately to members of a team to produce the best results for the team as a whole. The aim being for the team to try to collect all nine team role awards within a certain time limit.

WHO CAN RUN IT?

It is designed for use by trainers, facilitators, consultants or others who need to demonstrate the dynamics of team working using the Belbin team role model.

WHO SHOULD PLAY IT ?

Any team or group of people who would benefit by improving their self awareness and mutual understanding of how they can use each others natural strengths to enhance overall performance.

About the game

The game can be played by 4 to 9 people who are required to complete the following:

- The Co-ordinator** - Gains points from an assessor for effective co-ordination of the team effort.
- Cartoon captions** - Plant exercise. This requires coming up with a good caption for each of ten cartoons.
- Who caught the trout?** - Monitor Evaluator exercise involving solving an analytical problem that has a logical answer.
- Pick-up** - Resource Investigator exercise requiring a number of odd things to be obtained within the time.
- Sheep dog trial** - Shaper exercise. This involves appointing a shepherd who is required to direct his/her sheep dogs into a pen.
- Production Line** - Implementer exercise involving the construction of four shapes out of the pieces provided.
- Nit-picker** - Completer Finisher exercise demanding the correcting spelling, grammatical and numerical mistakes.
- Improve The Atmosphere** - Team Worker exercise requiring someone within the team to improve team spirit and morale.
- Butterfly/Moth Collector** - Specialist exercise. This entails reading up on butterfly and moth species to answer questions at the end of the exercise.

Contents

- Players Folder containing plastic laminated encapsulated pages (well protected for repeated use).
- Trainer's Folder containing full guide notes and instructions for running the exercises.
- All pieces and equipment needed for the various exercises.

SPECIAL OFFER
Order now and receive
9 FREE Belbin profiles
worth **£315**
(Quote ref: certweb)

All the above is packed in a neat, durable, compact briefcase style box measuring 43 x 38 x 10 cms. (Weight 6 kg)

How long does it take to play?

Contribute is designed to provide an intensive learning experience within one hour, plus review time. It can therefore can be integrated into a relatively short team building session.

How much does Contribute cost?

The game, including all the materials, pieces and a trainer's guide is very affordable at 445 GB Pounds plus UK delivery of 10* GBP and VAT. (*We will be pleased to quote for delivery outside the UK.)

As an alternative to buying Contribute CERT can arrange to run the exercise for you.

Other active learning exercises available from CERT include: Belbin Co-operate and Going for Profit.