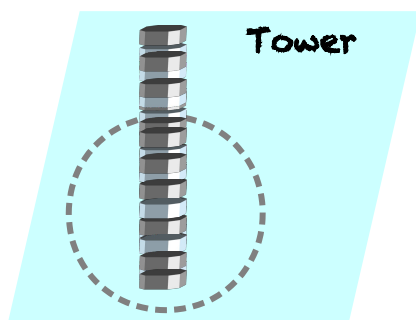
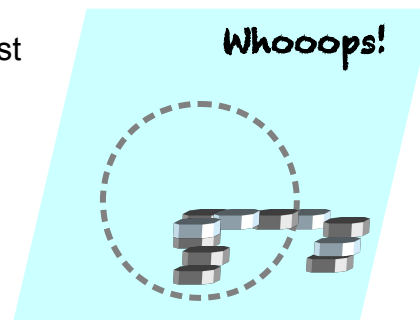


## Leaning Tower



**Description:** teams compete against the clock to build a tower

**Overview & Purpose:** Short fun activity to promote problem solving skills, cooperation and collaboration.



**What you will need:** Blocks, discs or 'unbreakable saucers'.

**Time:** 15 – 30 minutes

**1 Part one:** The team(s) must decide how high the tower can be safely built without collapse. They can experiment with the materials for a 'practice-run', but no-one can step inside the circle! Any construction must be dismantled before the next stage.

**2 Part two:** The team(s) build the tower, timing themselves to establish a base time. Remember, no-one can enter the circle!

**3 Part three:** The tower is dismantled, the team are given a chance to reflect, albeit briefly, on how they did and decide how they will finish faster next time. See note 1 below.

**If Plan 'A' didn't work.**

The alphabet has **25** More letters.

**Stay Cool !!!**

**4 Part three:** Re-build the tower against the clock, trying to beat the base time. Challenge successful teams in the next round by making the 'no-go zone'/circle bigger.

Experiential Learning enhances the transition to a Growth Mindset

**Experiential Learning activities** can help young people make the transition towards a 'Growth mindset' (Carol Dweck) and empower them to take ownership of individual and collective actions (or inactions).

**The Experiential Learning process** naturally promotes creativity and innovation to solve problems and respond to evolving challenges. Teams have to respond collectively to unfamiliar situations, and think about how to communicate their ideas and solutions.

**Tip for facilitators:** the experiential learning model is enhanced through the enquiry review process. For example, 'Something Good Something Could Be Better... Something Funny.'<sup>1</sup>

*"The Pocket Facilitator's Handbook provides 10 rules of facilitation, encompassing principles of practice that underpin and support those facilitating creative problem solving. These rules are not designed to be prescriptive, but to help maintain focus where needed, and to help better understand the motivation and direction of creative problem-solving activities." The Pocket Facilitators Handbook (Paul Lee 2014)*

<sup>1</sup> A free pdf copy of 'The Pocket Facilitators Handbook' can be obtained from <http://www.positiveimages-positivemindset.com>