The Value in Building Untouchable Towers

What makes a tower valuable?

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Paul Boos

Ye Olde Story of Building Castle Towers

- All of you are employees of Tall Towers Inc.; a major tower construction company.

- Castle Corporation has hired Tall Towers to construct its towers.

- They have a desire to have several unique towers built for their castle.

- You are organized into teams of 4-8 people and have the latest tower construction equipment so that you can build these towers safely.

Basic Rules of the Simulation

- Materials & Playing Space
  - Plastic cups, 7 pieces of string, one rubber band, sticky notes, a sharpie, and a corporate flip chart
  - Set-up is 6 cups _tops down_ in the marked off rectangle
  - Cups that fall on their side can be returned to the set-up area to be reworked
  - Build on the other side of the line from this rectangle
- Untouchable
  - Other than setting up the cups into the rectangle, you can't touch the cups with fingers, hands, elbows, knees, noses, jaw, tongue, head, ... well you get the picture
- Configurations
  - Various configurations from which to choose
  - Some are more difficult than others
  - Before building in the round, write the number of your chosen config on your sticky
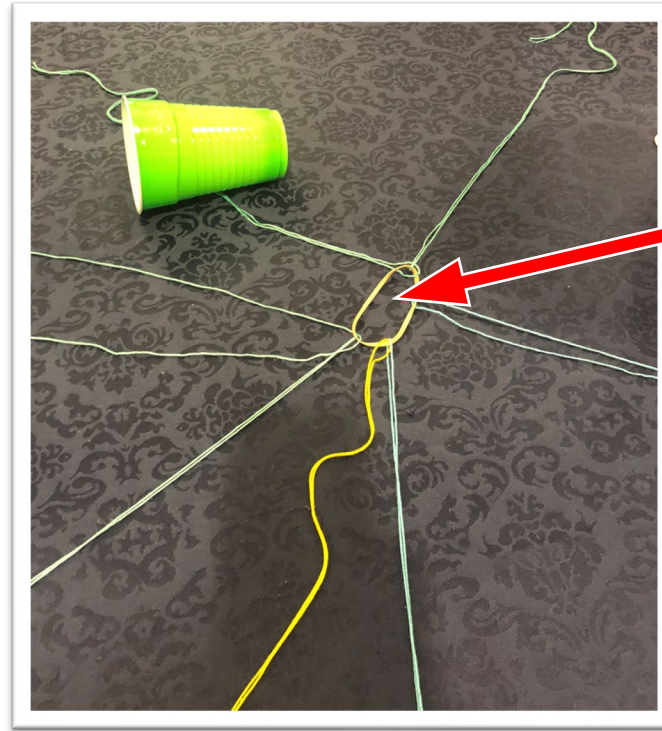
Set strings AROUND rubber band

How might ye do that?
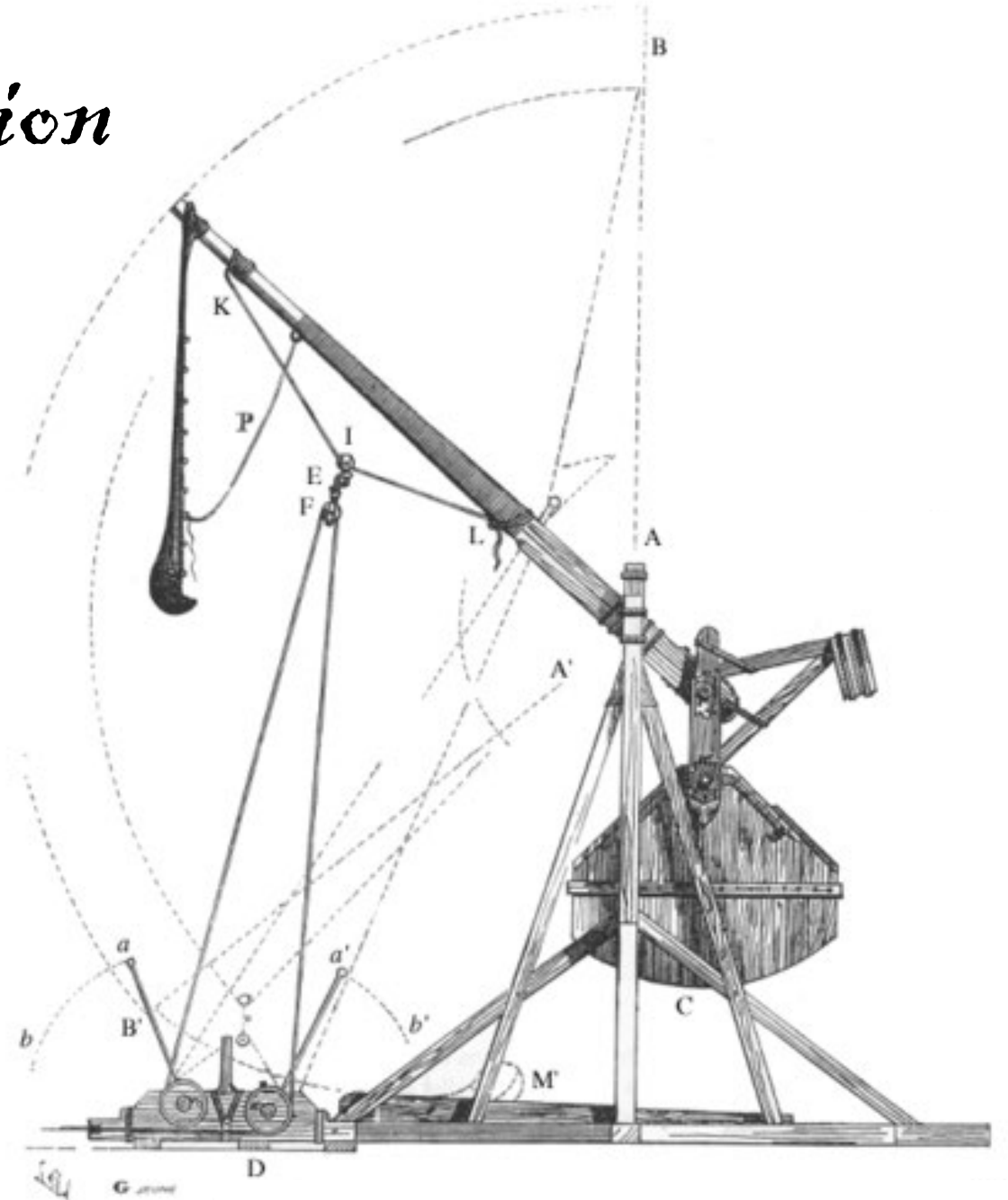
Rubber band SQUEEZES to grab and lift one cup
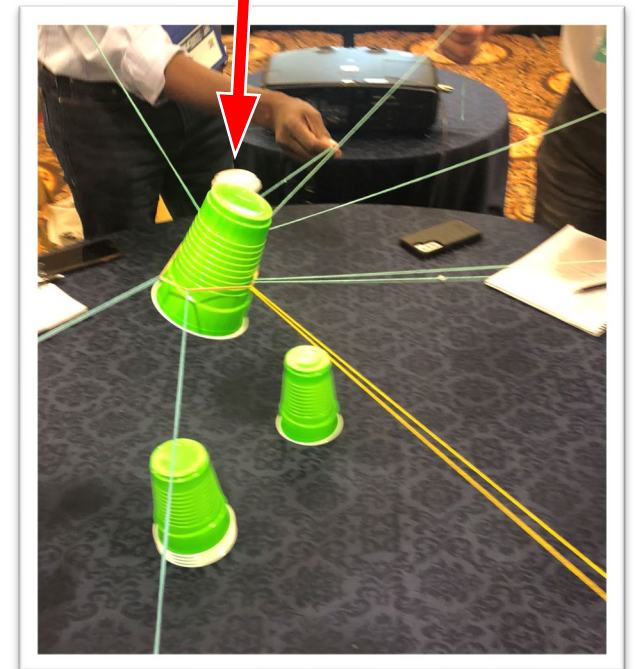
Ye Arc of the Simulation

Corporate Work is in your teams over 3 Rounds

Each round is

- 2 min set-up & planning
  - Note which tower you are building on a sticky note
  - Set 6 cups upside down in the play area

- 3 min execution
- 1 min review
- 2 min retrospective

After 3 rounds, debrief

Round 1 - Valuable Towers

Ye Construction Area (Table)

INITIAL SET UP

WORKING AREA

NOTE
Done means done!
100%. No partial credit.

Round 1 Retro

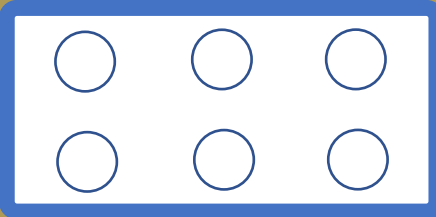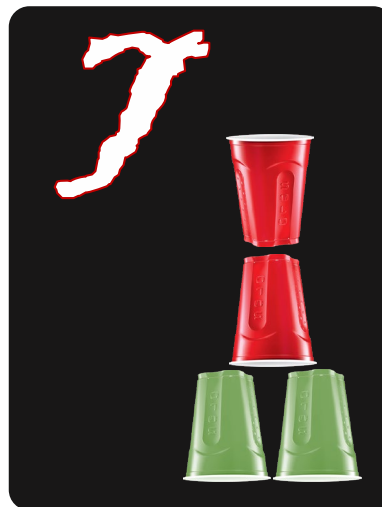# Round 2 - Valuable Towers

Ye Construction Area (Table)

INITIAL SET UP

WORKING AREA

NOTE
Done means done!
100%. No partial credit.

1

2

3

4

5

6

7

8

9

Round 2 Retro

Round 3 - Valuable Towers

INITIAL SET UP

WORKING AREA

NOTE
Done means done!
100%. No partial credit.

Round 3 Retro

Debrief

- What happened?
- What made for good teamwork?
- How did you decide to organize yourselves?
- What made towers more valuable? How did you figure this out?
- What did you learn along the way?
- What were some actions you took as a result of your retrospective?