



Teams collaborate to design and build a giant city with interconnecting zones out of everyday materials

Key Benefits

- ✓ Inclusive Gameplay
- ✓ Project Management
- ✓ Social Responsibility
- ✓ Listening Skills
- ✓ Resourceful Innovation
- ✓ Big Picture Approach

Players work to develop a common vision and a shared strategy whilst applying creativity and excellent project management skills



Indoors



2 – 3
hours



20 – Unlimited

Activity Overview

- Teams are given a 'zone' of a model city to build
- They then split to take on defined roles of Mayor, Counsellor, Construction Engineer, Architect, Landscape Designer and Constructors
- The teams collaborate to develop a plan for the city ensuring there is uniformity of design across the 'zones'
- Roads and rivers must flow coherently with the adjacent sections and in the city as a whole
- Using a wide range of materials, they build an imaginative and creative city that is functional aesthetically pleasing and meets the needs of residents
- When the time is up, teams join the sections of the city together and celebrate their success

