

Problem Solving Activity (Workshop): “Mission Impossible”

Date, Time: Tuesday, 28.09.2010, 11:00-14:00

Trainer: Darko Markovic, Inn.Side – People and Training

Aims

- to practice finding creative solutions using resources within the group
- to encourage reflection about one’s personal role in problem solving situations
- to facilitate the development of positive group dynamics
- to provide experience for further reflection in project teams in the afternoon

Method(s)/Approach

- Welcome and introduction
- Name game: My name and how I dance(d) as a teenager: standing in the circle, a person says his/her name and shows a bit how s/he dances/d as a teenager, everyone repeats
- Project teams – In order to make the project teams visible, they quickly gathered and had 3 minutes to express their expectations towards the workshop as a talking human statue; round of statues and statements presented
- Music from the Mission Impossible movie
- Mission Impossible: Introduction and problem solving exercises (see attached PPP)
- Presentation of the results
- Small groups: debriefing of the exercise: first individual reflection (5’) and then sharing in small groups (15’) using the “Our strategies” reflection cards
- Plenary sharing from small groups
- Evaluation of the workshop using the feedback forms

Further tips, sources, resource material or links

Power point presentation for the Mission Impossible workshop – see below

Impressions, Outcomes of the workshop

The workshop provided a nice, fun and balanced way for both students and teachers to experience the challenge of solving problems in a creative way. It was also a great opportunity to challenge own assumptions about limitations in team work and in fact realize how sometimes after initial “confusion and shock” even “the impossible is possible when there is team work and creativity”. Some other insights were related to “innovation”, “division of tasks”, “asking for help in the process” etc. According to some of the participants, the workshop also helped “to break the limits in the group” by doing even uncomfortable tasks. The workshop provided material for valuable discussions about problem solving (in line with the general topic of the day) and experience for further reflection about “individual preferences and roles” in the project teams in the afternoon. Finally, as some of the participants pointed out, “it was not only the nice process, but very nice and useful products” and it was great fun for all.



MISSION IMPOSSIBLE

To complete mission

- The whole group needs to successfully accomplish **ALL** given tasks in a very limited time frame.

Mission rules

- Each task should be accomplished by one team, composed of minimum 5 persons
- The same team cannot work on more than 1 task
- Completion of each task should be proven by a product (poster, presentation etc.) used in the Task 12

TASK ONE

- Discover the meaning of Senec name and find out what is Senec famous about

TASK TWO

- Make a list of 5 coolest places to go out in Senec and where is the best fish restaurant

TASK THREE

- Make a list of 10 most popular books and 10 most popular films in your group

TASK FOUR

- Discover how many steps you need to get from the restaurant to the plenary room and how much time you need to get there in the morning/evening

TASK FIVE

- Draw a visual and creative geographical map of birth places of all members of the entire group

TASK SIX

- Find out how many different languages are spoken in the group and translate aces mission in minimum 5 languages

TASK SEVEN

- Collect basic ingredients for a simple desert and serve it for everyone

TASK EIGHT

- Make a proposal for sightseeing in Bratislava for the free afternoon

TASK NINE

- Make short interviews with minimum 5 persons outside the hotel about best ways to achieve sustainable peace and what schools can do about it

TASK TEN

- Compose and teach everyone to perform the “informal” aces anthem

TASK ELEVEN

- Make a group photo in front of the Bratislava Castle

TASK TWELWE

- Decorate the room with all your products and posters produced in previous tasks

You have **60 minutes** to complete the mission. Your time starts now...

GOOD LUCK