

SafetyGame

dealing with safety

tricky, dealing with safety issues

For a lot of companies safety comes first. And rightly so.

A lot of energy is put into making employees aware of it indefinitely.

Often, however, it is only part of the workplace that should work with safety rules in their daily work. Safety rules that make their work more difficult, slow them down, are tricky.

Without always experiencing the importance of those rules. Wearing a helmet is important, but not now ...

Employees who think or maintain safety rules, are realizing that maybe but find it surely difficult empathizing. They do not have to: they determine what is safe, others must abide those rules.

Uphold these rules adds an extra problem. No one likes their fingers being tapped on. And there are also few people who'd like to do that to others. Soon there will be an atmosphere of "oh well, it is not so bad", "look the other way" and "never mind". And if an offense really takes place that cannot be ignored, a 'tap' quickly becomes a 'blow'.

experience it yourself

What this Safety Game aims is to let all participants experience how difficult dealing with safety rules is, and how difficult it is to spot and correct offences of others.

Therefore non existing safety rules are introduced for the duration of the game.

Safety rules of which the usefulness is not really clear.

Safety rules that hinder you in building quickly and effectively.

Safety rules which are new and unknown for everybody.

safety culture

Experience shows that this game expose the prevailing safety culture. How you're used to deal in "real life" with security, translates itself the fastest if you are forced to work with rules that no one has made his own. Rules on which no agreement exists, which are not shared.

Indeed, we assume that the existing safety culture (still) is not really supported by the whole staff here. And in our opinion that goes for many organizations.

Whatever will happen is that you will experience how annoying it is to be corrected.

Especially if it's not done in the right way. And that will certainly happen because of the hectic pace of the game.

Safety Game: Building Safely

The Safety Game "Building Safely" is a unique combination of

- experiencing how 'hard' it is to handle security rules and
- a team building game.

Both are in this game basically each other's equivalent, but you can choose to emphasize one of the two more than the other:

emphasizing safety means:

- more complex rules, adjusting and adding rules
- more variation in control styles;
- the main topic of the evaluations will be: dealing with rules

emphasizing teambuilding means:

- fewer rules, more focusing on quality construction
- more competition versus quality
- the main topic of the evaluations will be: cooperation and competition

Participants have to cooperate with each other in several ways.

In large teams (=1 group = 6-10 persons) they have to design (=build) together a complex construction work

In small teams (= ½ group = 3 - 5 persons) they have

- as Builders they have to rebuild a design from another team as accurately and quickly as possible
- they are in competition with Enforcers and Builders
- as Enforcers they monitor the safety of the Builders of another team by enforcing the safety rules upon them
- as Enforcers they monitor the quality of the reconstruction of their own design

The pleasure of building as a Builder opposes the irritation of being corrected by the Enforcers. Luckily pleasure prevails. And for the Enforcers even correcting the Builders is fun. Besides we exchange duties halfway the game



a design is devised and build



to build another group's design is complex an difficult



discussing the designs with the architects

The Game

construction pfase

All the groups create a structure of bars and boxes. That structure must meet a number of requirements and it must be as complex and as beautiful as possible. That is the first form of cooperation.

The buildings are photographed on all 4 sides. These pictures are the building plans for the next two construction phases.

competition phase

For this and the following phase, each group will be divided in two: one half is going to build the design of another group. They are the Builders. The other half see to it that their own design is rebuilt correctly. They are the Enforcers. The Enforcers are provided with safety rules they will enforce upon the Builders. Those rules are limiting the Builders in their possibilities.

In this phase competition is most important: the fastest Builders win.

The enforcers are as strict as possible and try to avoid the Builders to win.

After this a short group evaluation will take place.

collaboration phase

In this construction phase the roles are reversed: Builders become Enforcers and vice versa. If there are more than 2 groups, every group of Builders build a different design from the one in the competition phase.

Now collaboration is most important. The task of both Builders and Enforcers is to work together to create a building as beautiful as possible. They have to build the existing design in which they have to add a new floor. The accompanying actor ensures that the Enforcers still apply the safety rules, although they have become less strict. The game will be concluded with a plenary evaluation.

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www.teambuildingtheater.nl

give the team a mirror

Theater Maatwerk

www.theatermaatwerk.biz

discussietheater:

a sketch made to measure

opening and / or closing:

a playful beginning, a relaxing end

hall activation:

theatrical 'air' with a message

improvisation:

you are discussing, we listen ...
create scenes in 15 minutes ...
and play them immediately

verbetertheater:

the spectator as director

als-dan theater:

dilemmas discussed

theater op locatie:

opening of a building or area

theaterworkshop & productie: make theater together

Verbetertraining

www.trainingen.org

if exercising yourself is not an option

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