

Primary Problem-Solvers Example Programme

9 – 9.45am	Welcome briefing and setting out the day	<p>A quick whole group briefing outlining the day and passing on any safety information before splitting off into groups to have a more detailed briefing with their instructor.</p>
9.45 – noon Break @ 10.10 – 10.30am	Challenges focusing on development of the team.	<p>Each team will spend the morning working on a series of team challenges, including some drawn from “Command Tasks” used in officer training at Sandhurst. These challenges will allow different strengths to show through and enable students to explore the different roles and leadership styles that make a good team, as they cross rivers of lava, extract the radioactive core of a nuclear reactor.</p>
12 – 12.45pm	Lunch	<p>A chance to reflect on the morning’s activities and have their own packed lunch.</p>
12.45 – 2.45pm Break @ 1.40 – 2pm	Team competition	<p>Teams will have a chance to put these skills into action as they choose their tactics for competitive, practical challenges against the clock, such as building super-size catapults to launch tennis balls at a target, and defusing a missile.</p>
2.45 – 3.30pm	Reviewing session and Final sequence	<p>A chance for students to talk with instructors and school staff about what they have learnt and enjoyed during the day and how these skills will develop as they embark on the next stage of their school life. All accumulated points from the day will feed into the starting positions for a final frenzy of One-Minute Missions to decide which team will be crowned champions of the day.</p>