

## Method description

<b>Title:</b>	Mission impossible
<b>Target group:</b>	Youth workers/trainers
<b>Issues addressed:</b>	Teambuilding
<b>Aim/learning outcome:</b>	To create safe and effective working atmosphere in the team
<b>Objectives:</b>	To establish good working conditions. To explore the working spaces and the venue.
<b>Duration:</b>	1 hour
<b>Materials needed:</b>	- Mission impossible music, clothes for the agents, hints that you have to distribute in the working environment, string, scissors, digital camera per team.
<b>Special skills or knowledge of the trainer needed:</b>	- The activity needs proper organisation and at least 3 trainers as during the exercise you will have to follow the participants to every place they go.
<b>Step by step instruction:</b>	<p>Step by step instruction:</p> <p>Preparation:</p> <ol style="list-style-type: none"> <li>1. Prepare 2 x one meter string for each participant. Dress in some black clothes, ideally tuxedos and wear sun glasses. The exercise should help the participants to explore the venue and its surroundings therefore distribute the hints all around. The hints aim to explore personal backgrounds of the participants, to explore the venue and some of its history, to be under the time pressure, to make a common picture.</li> </ol> <p>Exercise:</p> <ol style="list-style-type: none"> <li>2. Divide participants into groups (5 persons maximum)</li> <li>3. Tell them that they will have to accomplish a mission.</li> <li>4. Tell them that they will receive strings to tie up their hands together so that one l s person next to each other. 5 in a line actually. Those that are done come then to the agent. He will check if they did it properly and send them to next room where the main agent is. He will give them the task of the mission.</li> <li>5. After the last group leaves you have to have you agents around to either give participants the hint or to watch them if they keep the general rules.</li> <li>6. Crucial moment of the process is that when the group finds a hint that says stand for 2 minutes in a circle. One of the agents has to be around and tie up their legs. In this the mission becomes, almost mission impossible.</li> <li>7. When the participants finish their entire task, they will come back to the main agent. He will check all the answers, congratulate</li> </ol>

	participants and say mission accomplished now get some rest.
Comments:	If you have more laptops play the music of mission impossible instantly and give it to the agents so that the music is being heard at every step. This makes the atmosphere more "real".
Attachments:	<ol style="list-style-type: none"><li>1. General rules</li><li>2. Example of hints</li></ol>