

# Teambuilder: "STAR QUEST"

Target Audience: All Teams

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## Purpose

"Teambuilder" PACEsetters are designed to put a select group of people into a simulated scenario in order to help the individuals grow closer together and identify as a team. The scenarios include stressors (i.e. complicated problems, time limits, resource constraints, etc.) that are used to help make the scenario challenging, fun, and educational. Each Teambuilder is designed in such a way that allows for flexibility and creativity in its execution. Feel free to experiment with them and please share the results with us at the contact information located at the bottom of this page.

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## Description

This Teambuilder is a physical scenario designed to:

1. Help individuals work together in a time constrained environment
2. Force collaboration on how a task should best be accomplished
3. Focus on mission accomplishment versus being distracted by non-mission essential tasks

The scenario involves a simulated scenario where your team is tasked recover nuclear materials from a downed aircraft with enemy forces rapidly approaching.

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## Employ

**Group Size:** 4-6 people

**Time:** 40 - 50 minutes

**Materials:** 3 – 2x4 lumber 36" length, 2 – 2x4 lumber 38" length, 1 – 2x4 lumber 40" length, 2– 2x4 lumber 42" length, 8 X stepping stones (size big enough to place ends of lumber on or can use tape to simulate the stepping stones), 1 x Yoga ball or similar large rollable object, Miscellaneous distractor objects

Read the following narrative to the participants. You should also give them a copy of this narrative provided below. See possible solution in the attached but understand that there are multiple ways the team may complete this task.

### **Narrative to be read:**

While fleeing from a battle with the First Order, your Rebel cruiser's warp drive failed and had to be ejected. Fortunately, your ship's scanners detected a beryllium sphere (warp core replacement) that can be used to replace the ejected warp drive on the uncharted planet you are currently orbiting.

General Leia Organa has asked you, General Solo to lead a team of Rebel forces to retrieve the beryllium sphere as quickly as possible because the First Order armada is in hot pursuit and she fears Kylo Ren will be using "The Force" to locate you.

Your team consists of yourself (Han Solo), Chewbacca, Rey, Fin, & two other Rebel members.

You arrived on the planet surface and have located the beryllium sphere and were quickly trying to retrieve it when the two team members suddenly vaporized when trying to cross what appeared to be a shallow (1" deep) puddle of water.

There is an unscalable rocky cliff to the left of this “puddle” and a treacherous drop off to the right. There is an apparent stepping stone path across the puddle that your vaporized team members failed to use in their haste.

The only way to retrieve the beryllium sphere is across the puddle and then back to your ship. The sphere is too heavy to be lifted and must be rolled by at least two members due to its heavy weight.

Additionally, you have just received word that the First Order is only 40 minutes away.

**Special Notes:**

- Chewbacca can only communicate to the rest of the team thru Gen Solo. When Chewy is separated from Gen Solo, he cannot communicate with the rest of the team verbally.
- Anything that is placed within the puddle of water is stuck in place and may not be moved again.

**Safety:**

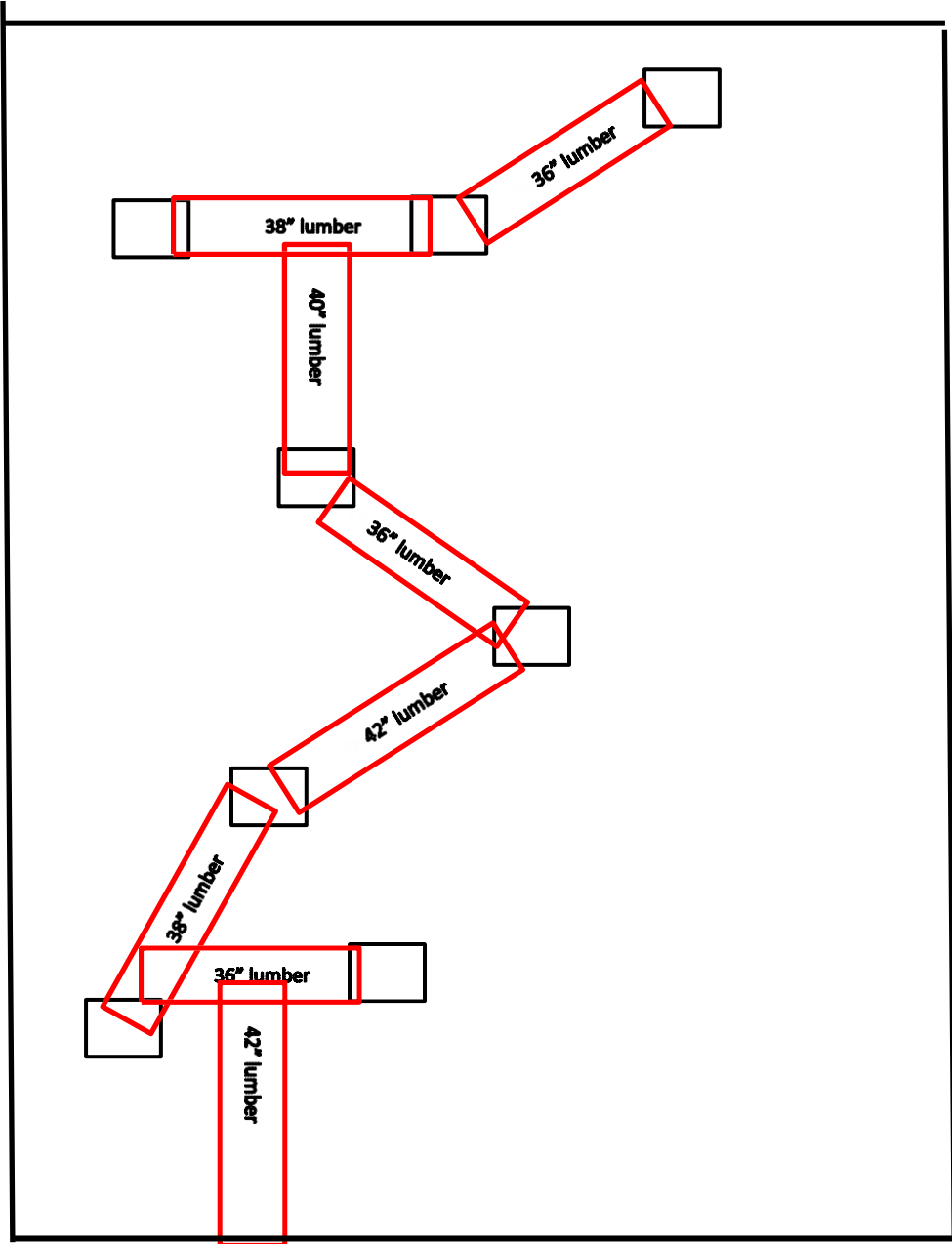
No jumping from/to the stones along the path to the sphere for risk of over/under estimating the distance and you become vaporized.

Penalties: each penalty will incur a 30 second time runoff where no action, communications or other activities, may be performed.

**Debriefing questions:**

- What was the most difficult aspect of this exercise?
  - How did you handle conflict amongst the team members?
  - Were there any distractors in trying to complete this mission?
  - What were they and how did you handle them?
  - What would you do differently if given the chance?
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Star Quest Possible Solution



Stepping Stones  
(brick, wood,  
tape, etc.)

Beryllium Sphere



## **Special Notes to Scenario Controllers**

The above diagram shows one of many possible solutions. The key is to set up the scenario and then give the resources available to the participants and then let them try to solve the problem without any interference, guidance, clues, etc.... even though they will ask you for more information. It's also important to give them enough time to solve the problem because if you give them too little time, they will see it as an unachievable task and creativity and problem solving will come to an end. It is recommended to start around 40 minutes and scale up or down depending on the age group.

You can also vary the amount of resources you give them depending on the age group(s) you are working with. For example, you could limit the number of pieces of lumber to 3 for high school aged and higher participants but for 8-12 year olds, you may want to give them the full compliment. Experiment and see what works.

It is important to layout the stepping stones using the lumber lengths to determine the distance between each stepping point. You want the lumber to barely be able to reach the stepping point without becoming unstable. The stepping stones can be anything suitable for the task at hand. Bricks, old hard back books, prefabricated stones, other pieces of lumber can be used to represent these stepping points. If you're not able to find suitable stepping stones then a last resort would be to use tape or string on the floor to simulate the stones.

The primary solution for moving the Beryllium Sphere is for participants to roll it back across the same path they used to reach it because it is simulated to be too heavy to lift. However, I've had participants use a distractor object to complete the scenario. Again, play with the scenario to see how participants respond.

It is good to throw in some distractor resources as well to see if the team can creatively work them into the solution or do they waste time theorizing how to use them. Some distractors include but are not limited to a roll of duct tape, 50' of nylon rope, gloves, multipurpose tool (Leatherman), and extra lumber pieces that are too short to reach the stepping stones. Be creative and add anything you think that could be a good distractor. You will be surprised at how creative some people can be at using seemingly worthless resources.

You can also change the names of the characters for the scenario to something that is more relevant. The Star Wars theme was used simply to get people into the role playing mindset. Be creative and use any theme or characters you think will help enhance the exercise.

If you have any suggestions to help make this scenario better or have your own scenario you'd like to contribute, please contact us at [aetc.pace.projectmgtworkflow@us.af.mil](mailto:aetc.pace.projectmgtworkflow@us.af.mil)