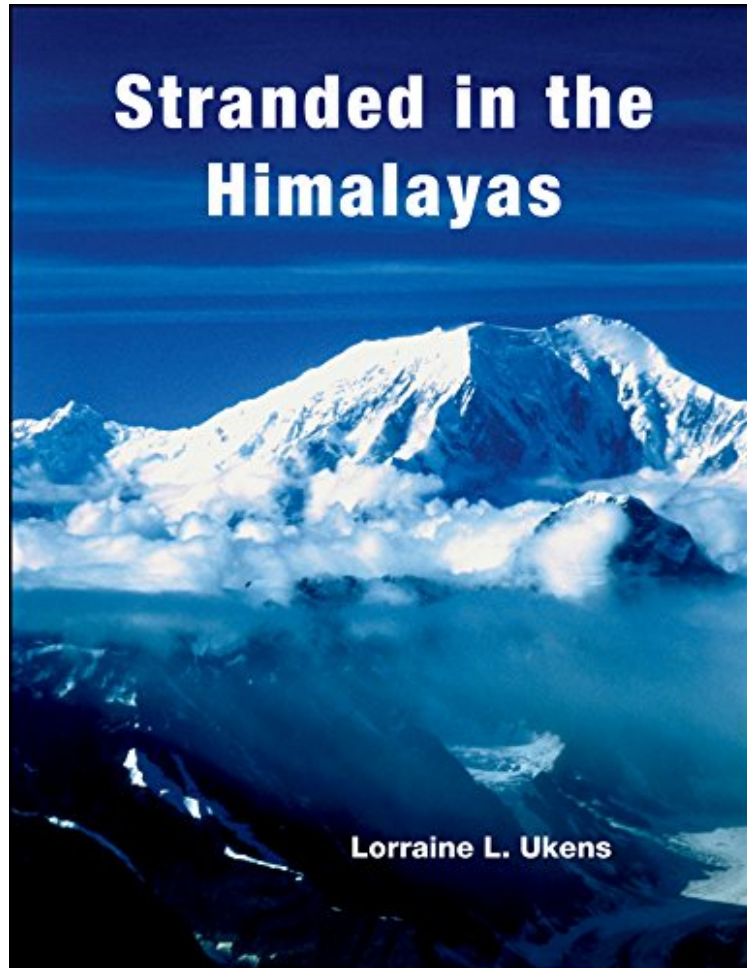


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## Stranded in the Himalayas, Activity

*Lorraine L. Ukens*

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**Lorraine L. Ukens : Stranded in the Himalayas, Activity** before purchasing it in order to gage whether or not it would be worth my time, and all praised Stranded in the Himalayas, Activity:

1 of 1 people found the following review helpful. Discovery in the HimalayasBy D. DouglasI did this activity with a team. As we worked through the activity, we made some interesting discoveries about each other. 1. One person may appear to have all the knowledge b/c he argues logically, but you have to trust your instincts and weigh arguements. 2. Impressions of other people may be wrong. The person we felt would be the less likely to compromise, eagerly did so. This was a great experience and lots of fun. We walked away with a deeper understanding of each other, ourselves, and the role we play on a team. Highly recommend!0 of 0 people found the following review helpful. Five StarsBy Patricia HoltEnjoy sharing with students.

Build teams that move mountains! Activity participants enjoy a simulated mountain adventure. In this imaginary

setting, they must arrive at consensus in order to succeed, and they experience the magic of group power: synergy. Participants face fatigue, dehydration, an avalanche, and more. First, they make decisions on their own. Then, joining the group, they compare answers and attempt to agree on the best course of action. Participants will: \* Listen closely to coworkers \* Recognize the benefits of soliciting opinions \* Understand the power of synergy . . . and much more! The leader and participants will have a perfect opportunity to examine the impact of their interpersonal behaviors on one another, on the group's effectiveness, and on the outcome of their adventure. Every step in preparation, facilitation, and follow-up is carefully detailed in the Leader's Manual. The Activity contains the engaging simulation--every participant will need a copy. Leaders will watch teams develop and prosper when they are "stranded in the Himalayas."

From the Inside Flap Activity participants enjoy a simulated mountain climb. In this imaginary setting, they must arrive at consensus in order to succeed, and they experience the magic of group power: synergy. The subject of this simulation (a mountain adventure) is not the topic for learning. It provides an interesting, engaging, and entertaining way to introduce the concepts of consensus and synergy in decision making. These concepts are useful to all kinds of problem-solving and decision-making groups in organizations. First, participants attempt to make decisions on their own. Then, joining the group, they compare answers and attempt to agree on the best course of action. Like never before, participants will see the benefits of heeding advice and soliciting opinions. The leader of this activity needs a copy of the Leader's Guide, which contains all of the information that a leader or facilitator would require to conduct this simulation. Every step in preparation, facilitation, and follow-up is enclosed. A professional facilitator is not necessary to conduct this activity. The Activity book contains the engaging simulation?every participant will need a copy. One cannot talk about consensus and expect employees to understand. Employees must learn by doing; they must experience synergy. Leaders will watch their teams develop and prosper when they are "stranded in the Himalayas." What is a consensus activity? A consensus activity is an experiential learning activity in which participants are faced with a simulated problem. Participants receive a series of questions that require them to decide on a course of action. First, participants answer these questions individually. Then they collaborate and make collective judgments. When the "answers" to the questions are revealed, the collective judgments are usually superior to those arrived at individually. Why conduct a consensus activity? A consensus activity is the most powerful introduction to the concept of synergy. Plus From the Back Cover Activity participants enjoy a simulated mountain climb. In this imaginary setting, they must arrive at consensus in order to succeed, and they experience the magic of group power: synergy. The subject of this simulation (a mountain adventure) is not the topic for learning. It provides an interesting, engaging, and entertaining way to introduce the concepts of consensus and synergy in decision making. These concepts are useful to all kinds of problem-solving and decision-making groups in organizations. First, participants attempt to make decisions on their own. Then, joining the group, they compare answers and attempt to agree on the best course of action. Like never before, participants will see the benefits of heeding advice and soliciting opinions. The leader of this activity needs a copy of the Leader's Guide, which contains all of the information that a leader or facilitator would require to conduct this simulation. Every step in preparation, facilitation, and follow-up is enclosed. A professional facilitator is not necessary to conduct this activity. The Activity book contains the engaging simulation?every participant will need a copy. One cannot talk about consensus and expect employees to understand. Employees must learn by doing; they must experience synergy. Leaders will watch their teams develop and prosper when they are "stranded in the Himalayas." What is a consensus activity? A consensus activity is an experiential learning activity in which participants are faced with a simulated problem. Participants receive a series of questions that require them to decide on a course of action. First, participants answer these questions individually. Then they collaborate and make collective judgments. When the "answers" to the questions are revealed, the collective judgments are usually superior to those arrived at individually. Why conduct a consensus activity? A consensus activity is the most powerful introduction to the concept of synergy. Plus About the Author LORRAINE L. UKENS is the owner of Team-ing with Success, a consulting and training enterprise specializing in team building and leadership development. Her wide range of business experience, spanning more than twenty years, is applied in designing, facilitating, and evaluating programs in a variety of human resource development areas. Ukens, an adjunct faculty member in the HRD graduate program at Towson University in Maryland, is the author of several training books and games, including Getting Together: Icebreakers and Energizers and Working Together: 55 Team Games (see page 10). She received her M.S. degree from Towson University and is an active member of the American Society for Training and Development at both the national and local levels.