



A fun challenging activity designed to promote innovation and collaboration

Perpetual Motion

Perpetual Motion presents teams with the challenge of creating a structure that enables a steel ball to move, using only gravity, from a start point to a finishing point, using a combination of 'bespoke' and 'freestyle' materials.

As well as creating their own structure, all teams will need to communicate and align designs in order to create seamless pathways and bridges to create perpetual motion.

How it works

The brief for this activity can be adapted to suit the conference/event themes and time available. The basic approach is that each team of 8-10 people is given two sets of equipment:

1. A set of 'bespoke' manufactured rods, stands, wires, motors, clips and connectors.
2. A random selection of 'freestyle' paper straws, cardboard, tape, tubes, canes, elastic bands etc.

Teams are given the objective of building a 'contraption' that uses the energy of a steel ball travelling from a start point and triggers a siren which is some distance away. Teams plan, design, collaborate and use all their resources and ingenuity to meet the challenge, or just end up sticking themselves to the table!

The project finishes with a finale of each team demonstrating the viability of their contraption and setting off their siren. All sirens triggered? Then prizes are awarded for: Accuracy, innovation, teamwork and glorious failures... That's a failure from which people learn.

Outcomes and review

This project can be used to just have some fun or aligned with innovation and associated themes. The project can easily be reviewed to look the culture required to support innovation. Teams that do well don't leap into the construction phase they fully utilise the planning time. Teams that do well experiment, learn fast and keep very focused on the customer and end objective. It can also be useful to look at the factors that help or hinder the collaboration between teams.

- Encourages creativity and innovation
- Promotes collaboration
- Building relationships
- Meaningful
- Fun



5 - 300



Fun or Business



1-4 hours

