



# Introducing **Puzzle Masters**

It's the **high energy, super fun, puzzle solving** challenge schools will get back year after year



# Delivering Puzzle Masters

## Practicals

**Capacity:** 16 – 200

**Duration:** 1.5 hours

**Location:** No fixed location, pop up experience that can be transported in a car

**Space:** Space big enough to brief participants and reasonable sized area to place puzzle stations

**AV:** not needed

## Facilitator requirements

- Set the puzzle stations
- 1.5 hours of facilitation
- Managing team movement and
- Pack down

## Recommended Staffing

- 10 - 30pax = 1 staff member
- 30 – 100pax = 2 staff members
- 100 – 200 pax = 3 staff members

## What's provided so you can deliver

- ✓ Curated kit with all the pieces you need for each event
- ✓ Packing, kit and puzzle station set guides
- ✓ Tech support guides
- ✓ Script
- ✓ Pack down guide
- ✓ Themed playlist

## Example run schedule for an event

08:00am	Pack kits, drive to location (15min drive)
08:15am	Arrive and set the space (30-45min set time)
09:00am	Student arrival
09:15am	Puzzle Masters commences
10:30am	Puzzle Masters concludes
11:00am	Depart after pack down
11:15am	Reset kit (30min reset)
11:45am	Complete reset, finish



# Set up Requirements

## Collateral and technology

Each Puzzle Masters kit is made up of the following components. Each fitted out and delivered to you to unpack and roll out the next day

Kit includes:

- Main Cases with all elements needed for full facilitation
- Puzzle station collateral
- Team badge prints
- Digital assets



## Licence

**Licences available as 1 year, 2 year and 5 year licences**

Licence includes:

- ✓ Access to product and technology platform
- ✓ Help-desk support
- ✓ Training materials
- ✓ Marketing and sales materials

[ENQUIRE HERE](#) to learn more about the product, licensing structure, support system and costs involved

## Delivery Timeframe

Once the licencing agreement is signed and deposit paid the kits and technology will usually be shipped within 4-6 weeks with shipping charged at cost.



# Example **Marketing Copy**

## Head-to-head puzzling High energy, active student incursion

Puzzle Masters will draw your whole cohort into a fun team challenge where nimble minds will win the day. Teams go head-to-head in a race for the most points gained by solving puzzles of varying difficulty on a customised tablet app.

As a team activity with a touch of pressure, your students will have the opportunity to improve their team work, group problem solving, leadership, communication and social skills. They'll be putting to practice their critical and creative thinking capabilities and their myriad of learning area skills through practical and physical problem solving.

In line with current research, fun, game-based play is highly effective in learning. In the complex and challenging environment that Puzzle Masters creates, students have the opportunity to develop Australian Curriculum capabilities.

Extend the Puzzle Masters experience by adding the Great Divide challenge for even more fun and learning.

All licenses come with a marketing pack including suggested copy, event plan templates, photos and a product video





# Upsells **Available**

## The Great Divide

Add the Great Divide extension to further challenge problem solving skills. Teams use points gained from puzzles to purchase materials to build a bridge. Judged upon 3 different factors, the best bridges win!

**Duration:** Additional 45 minutes to simulation

## Extended Debriefs

Deep dive into a set of specific questions that will take students further into learning social and collaboration skills.

Based on:

- Understanding strengths
- Giving compliments
- The importance of teamwork and how to make that even better

**Duration:** Additional 30 minutes to simulation

### What's provided so you can deliver

- Bridge stands
- Additional facilitation materials
- Purchase list for consumables

### What's provided so you can deliver

- Printable collateral
- Facilitation notes and script