



<b>Activity</b>	<b>TEAM WORK</b>
<b>Aim of the activity</b>	To present students with teamwork and its importance, as well as its pitfalls.
<b>Key words</b>	Team, team member, team work
<b>Time range</b>	45-90 minutes as needed depending on teaching options
<b>Target group</b>	high school students
<b>Tools</b>	<p>explanation of the methodology and basic theory using a structured presentation in ppt,</p> <p>METHOD: specific tool (lecture, seminar)</p> <p>FORM: individual, collective, duration, environment.</p> <p>SUPPLIES: paper, computer, whiteboard, papers, markers, stationery, etc.</p>
<b>Annotation</b>	The seminar is focused on one of the most important skills for both professional and personal life. Completion of this seminar will enable students to understand how to make better use of teamwork and why teamwork matters.
<b>Methodology</b> 	<p>The seminar is designed interactively. Students must complete the activity in a team. Students are divided into teams (teams can vary in size from 3 to 6 members). It is advisable that the teams do not sit next to each other, as then they can hear other teams discussing the correct solution. The different number of people in the team can then be explained that fewer people in the team can be an advantage, but also a disadvantage, the same will apply to larger teams, it can be taken as an advantage and a disadvantage.</p> <p>The activity is used to verify how students are able to work in a team, who will naturally take on the "leader role", how communication will take place in the team, whether they will divide individual tasks among themselves and each one will solve one task, or if they will really work together.</p>
	The explanation of the theory corresponds to the prepared presentation. It is therefore a matter of linking theory and methodological instructions on how to conduct a seminar. A further explanation of the theory and the task is given in the prepared presentation.

## Practical examples

### The Jester and the King

In a kingdom live a king and his court jester. The jester hates the king, the king hates the jester. They agree to poison each other one day.

There are only twelve vials of poison in the entire kingdom, and these are locked away in a chamber in the castle.

Poisons are numbered from 1 to 12, as the number increases, so does the strength of the poison. The function on the human organism is simple? You drink poison, you die. Each stronger poison neutralizes all the weaker ones, which means that poison number twelve neutralizes all poisons, eleven all except twelve, etc. (If you drink eleven and then twelve, nothing will happen to you. If you drink twelve and then eleven, you will die.)

The king goes to the poison chamber first and chooses all even poisons (2,4,6,8,10,12). Then he goes to the jester's chamber and takes what's left. They meet in the throne room, each of them fills one goblet and hands it to the other, who immediately drinks it. Subsequently, each of them fills the cup once more, this time for themselves, and drinks it (hoping to save themselves).

How did the jester wake up the next day but the king died?

Prerequisites: Everyone (Jester and King) wants to **PRIORITY** survive. If he survives, then he wants to poison the other person as surely as possible. Is there only one dose of each poison? it cannot be divided. Poisons are colorless and odorless liquids with the same density as water.

### Toasts

In what is the shortest time you can cook three toasts if only two can fit in the pan at a time and one side is cooked for 30 seconds?

### Cake

Can you divide the cake into 8 parts with three equal cuts?

### Solution:

### The Jester and the King

The king keeps poison number twelve to neutralize any **POISON** the jester gives him. So he pours poison number ten (the second strongest he has) into the Jester's cup. The jester assumes this, so he has to keep the number eleven to neutralize the poison number ten. In that case, he will survive. He also knows that after drinking his cup, the king will drink poison number twelve (the reason is given above). That's why he puts ordinary water in the king's cup? the king drinks water (water is not poison) and immediately poisons himself with poison number twelve.

### Toasts

#### 90 seconds.

1st side of the first toast together with 1st side of the second toast = 30s.

1st side of the third toast together with 2nd side of the second toast = together 60s.

The 2nd side of the first toast together with the 2nd side of the third toast = together 90s.

### Cake

Four parts and two cuts.

Now just cut the cake horizontally (separate the top and bottom halves).

**Used resources**

- CLEGG, Stewart, Martin KORNBERGER, Tyrone PITSIS a Matthew MOUNT. Managing & organizations: an introduction to theory and practice. 5th ed. London: SAGE, 2019. 600 s. ISBN 978-1-5264-6009-7.
- ROBBINS, Stephen P., Mary K. COULTER a David A. DECENZO. Fundamentals of management. 11th ed. Harlow: Pearson, 2020. 551 s. ISBN 978-1-292-30732-9.
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- TANG, Min a Christian H. WERNER, ed. Handbook of the management of creativity and innovation: theory and practice. Singapore: World Scientific, 2017. 393 s. ISBN 978-981-3141-87-2.