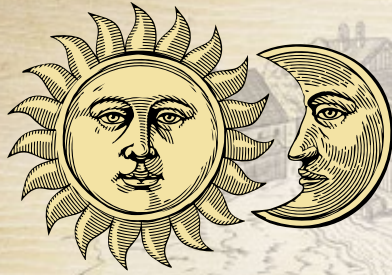
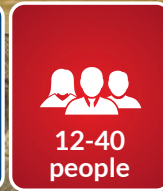




In the Slavic Settlement



TEAM BUILDING



* At extra cost it is possible to increase the number of participants.
** At extra cost it is possible to conduct the game in German.

Immerse yourself in the history of the valorous nation!

The path cut from the rock keeps leading us up. Step by step, you climb the rocky hill. Soon, you see an enormous palisade made of sharpened poles, with two square towers over the pass. While approaching your destination, you can nearly feel the eyes looking from behind the top of the wall. The duke gives a sign, the knights open the wings of the massive gate and you see the town. You can hear the clamour of a small courtyard – craftsmen are sitting on the wooden benches and performing their everyday duties, housewives are sweeping the rooms and the smoke from numerous bonfires is spreading slowly over wooden huts with thatched roofs. This is how your adventure in the Slavic Settlement begins.

The game for:

- teams looking for an original form of team-building workshops
- groups wishing to tighten their relationships through an unusual experience in a historical setting
- groups who want to practise teamwork, cooperation and making decisions
- people interested in history and ready to take part in it

Challenge:

You are aliens from a foreign land who – coming from far away – want to join a small mediaeval community, the Slavic settlement. The duke agreed to open the gates and his knights did not set their arrows against the strings to shoot at you when you were approaching the walls – that is a good start. Now you have to pass a series of tests and, during a mysterious ritual, you will become the members of the settlement. Then, you will be given into the hands of experienced craftsmen who will reveal secret tips of their profession and teach you how to work using old methods and original tools. When you finish, you will be able to taste simple local dishes you will prepare on your own on the furnace.

After dinner, next challenges are waiting for you – the duke told their knights to show you the art of battle. Without complaining, you will test yourself in archery, axe or spear throwing under the watchful eye of seasoned warriors. When you think that is the end of attractions, you will hear the sound of a horn coming from the highest tower, warning you of the approaching enemy – a great battle will be the climax of the day full of excitement.

Foundation:

- norms of communication in a team
- delegation of tasks
- management of a small team

Logistics:

- the programme is carried out in a reconstructed wooden settlement patterned after the seats of the first Slavic people
- the workshops in handicraft are conducted by specialists

Advantages:

- a positive experience of cooperating with the group
- an exciting experience that unites the team
- a highly-engaging form allowing for breaking away from the outside world

Variants / Extentions:

- depending on the customer time, the programme can be a 2-3-hour workshop or last one day
- a day in the Slavic Settlement can culminate in an evening feast in a wooden hut, where the guests will sit on oak benches and, listening to the Slavic music, taste old Polish specialties – sour soup, roast pig, mead and dark beer – a traditional Polish drink

The game through the eyes of the participants:

“We knew it was just fun, but we all felt like those mediaeval warriors.”

Each day is drive through history.

Jim Morrison

In the Slavic Settlement

