Action Learning Devices by **Interel** 

### Effective Learning Through Innovative Technology

# Pyramid

#### THE CHALLENGE

What activity can help cross-functional groups discover the value of collaboration, improved communication, and shared resources?

#### THE SOLUTION

Pyramid<sup>™</sup> engages 8 to 20 participants to simultaneously pick up and reposition objects of varying values. As in business, different organizations under the same umbrella often find their goals to be in conflict. Coordination, communication, shared resources and systems thinking are critical elements to the success of Pyramid activities.

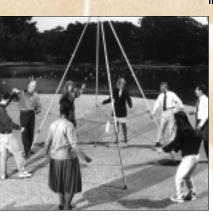


Pyramid, a precision object manipulation device for one or two teams, is a challenging action learning tool that requires cross-functional team performance. It is an excellent assessment tool and an invaluable practice vehicle for improving leadership and team performance. Pyramid requires minimal physical effort yet creates a highly interactive dynamic and can be used in both indoor and outdoor training environments.

## Pyramid<sup>™</sup>

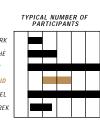
#### PYRAMID/PD1

S P E C I F I C A T I O N S Frame: Pyramid shaped with 4 adjustable, anodized aluminum tube legs Dimensions / Max: 10' ht x 12' x 12', Min: 8' ht. x 10' x 10' Grabber: Line controlled 12" dia. object manipulation device Object Set: Assorted shapes and sizes Typical Number of Participant: 8 to 16 Typical Activity Area: 16' x 16', Indoor or outdoor location Set-up and Operation Manual Provided Shipping Weight/Dim: Frame: 21 Lbs/68" x 7" x 9" Grabber & Object Set: 16 Lbs/16" x 14" x 14" **Carrying Case Optional** 



Action Learning Devices provide an environment for accelerated learning. a stage for viewing individual, group and organizational behaviors, and a versatile tool for enhancing employee and organizational development programs. Each device can produce a variety of learning environments reflecting group dynamics ranging from simple to complex. Each tool also provides an arena for action-based assessment of participants styles and capabilities and a practice field for developing new competencies. **Clients use Action Learning Devices** for developing leadership, coaching and systems thinking skills, for creating high performance teams and learning organizations, and many other applications.

RELATIVE TYPICAL ACTIVITY AREA NETWORK ATTACHÉ MAZE PYRAMID SENTINEL TEAM TREM



Interel was formed in 1973 to research solutions to problems affecting corporate productivity. This work led to the creation of Action Learning Devices, which have evolved to meet the changing needs of corporate clients. In today's fiercely competitive business environment it is essential that organizations respond immediately to market changes, new technology and customer service requirements. Interel's Action Learning Devices provide an accelerated learning environment for employees that allows them to discover how to meet those competitive challenges in timely, effective and creative ways. Today, Interel is the leading producer of Action Learning Devices used by Fortune 500 companies for human resource and organizational development, and institutions engaged in action learning.

### Interel, Inc.

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