

**THE WILD
GOOSE CHASE!**

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MARIETTA COLLEGE**



THE GREAT MARIETTA WILD GOOSE CHASE

- One hour “scavenger hunt”
- Approximately 20-25 activities, 5-20 points each
- If all teams do not participate at the same time, time-stamped photos
- Prize awarded to team accumulating the most points



●●○○○ AT&T LTE 3:05 PM 75%
Yesterday 12:34 PM Details



●●○○○ AT&T LTE 3:06 PM 75%
Yesterday 12:42 PM Details







OUTCOMES

- Student teams “bond” and are ready to go to work.
- Students practice problem-solving skills.
- Forced to initiate interaction with business owners, students develop interpersonal skills and confidence in professional interactions.
- Students are forced to “step across the threshold” at retailers with which they are unfamiliar, often leading to future sales.
- This exercise does not address other group problems (e.g., the “slacker”), but it does serve to jumpstart team rapport.