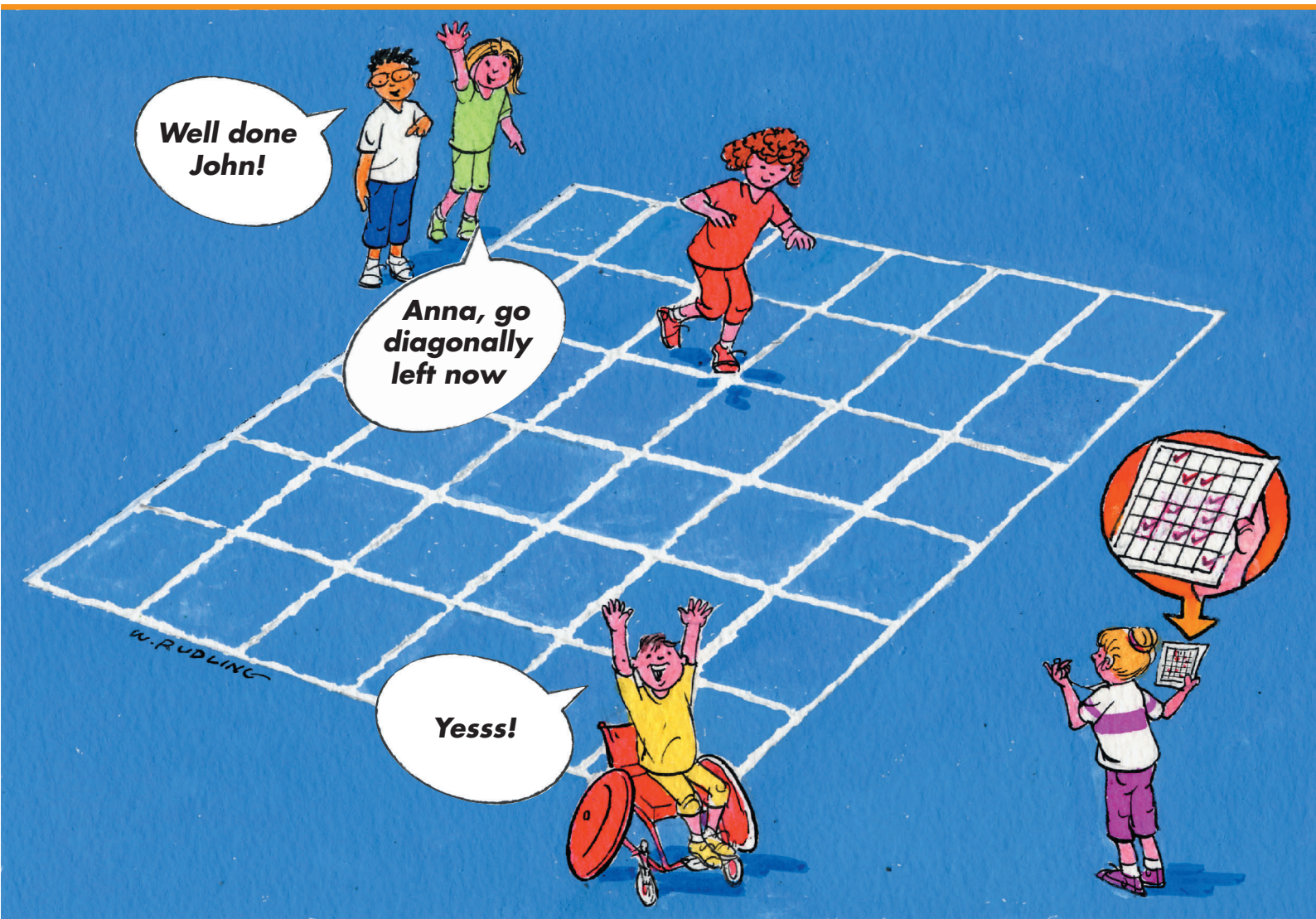


OUTDOOR LEARNING CARDS



TEAMBUILDING TB9

AMAZING MAZE



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Activity

Aim

To work out the 'safe' path (by trial and error) through the maze and get the whole team across.

Description

Each member of the team must successfully navigate the maze without standing on the 'booby-trapped' squares, if they do then they are informed by the maze 'gatekeeper/guardian', and must return to the start, going to the back of the queue.

Only one team member may attempt to cross the maze at a time. Attempts to cross should be from a different person each time until everyone has had a go. It is then the turn of the first person to go again and so on until someone makes it!

Review & Evaluation

- Did the group identify people to remember the 'safe' path through?
- How could the group have made the task simpler?

OUTDOOR LEARNING CARDS



TEAMBUILDING TB9

AMAZING MAZE

Safety Points

- Take care if stepping over string and tent pegs.
- Take care if using carpet tiles on a slippery floor.

Equipment

There are various ways in which the 'maze' can be created:

- Carpet tiles
- String and tent pegs
- Chalk
- Cones

The maze can be any dimension depending on the size/ability of your group, e.g. 6 x 6 squares. Larger mazes have more path options and are, therefore harder to complete.

- Encourage the group to talk to each other.
- Remind the group that everyone must work together.
- Prompt the group to remember where the dangerous squares are as well as the safe ones!

Organisation

Group sizes may vary, but 6 – 8 keeps more people involved.

The leader or a peer can act as the 'Maze Guardian' with a map of the maze (grid) marked out on a piece of paper, with the 'safe' route through identified. The Guardian can either call out or use another signal e.g. a whistle to indicate when a participant steps on an 'unsafe' square. At which point the team member must return to the start and join the end of the queue of fellow team members.

- The whole team must cross the maze from start to finish.
- Only 1 person can be in the maze at a time.
- There is one safe path across, which the group needs to work out. This safe path will have already been mapped out by the 'Maze Guardian'.
- Team members may only move 1 square at a time, and can move forwards, backwards, sideways and diagonally.
- Some squares are 'safe', all the others are 'dangerous' and if stepped on will immediately send you back to the start.
- Any members sent back to the start line must join the end of the queue.
- Once the safe path is determined the whole team must follow, however, they must also keep to the safe path or return to the start.

Differentiation & Progression

- Make the maze larger or smaller.
- This game can be timed to add an element of competition.
- No verbal communication between team members.

Skills & Knowledge

- Listen to others and instructions.
- Propose practical ways forward.
- Encourage participants to treat other team members with tolerance and respect.
- Try a variety of solutions.
- Ask questions.
- Review and apply lessons learned.

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