

Initiatives

Pipeline

Equipment

1. Approximately 15 feet of open pipeline broken into several pieces of differing length (not less than 10 or more than 15 inches).
2. One marble, golf ball, or similar item that rolls easily along the pipeline.
3. A can or basket designated as the "goal".

Group Size

5-10 participants

Objective

To roll a marble from a designated starting point along the pipeline into the "goal" at the end point.

Directions

Each participant gets one piece of pipeline. A designated starting point should be marked on the floor with a piece of tape or chalk. The "goal" should be placed at an appropriately challenging distance from the starting point. Generally, it should be placed at a distance twice the length of the pipeline being used. For an easier and quicker exercise, place it on the floor closer to the starting point. To increase the challenge, move it farther away, around a corner, or on a table.

Rules

1. The group has five minutes of planning time to develop a strategy. After five minutes ask for someone to start.
2. Once the marble is placed in the pipeline, it can no longer be touched.
3. The marble must be in a continuous state of forward motion. If the marble stops or moves backward, the group should start over.
4. The marble must stay in the pipeline.
5. The marble must stay in the "goal". If it bounces or rolls out, the group should start over.
6. The game is over when it's over. Some groups may want to keep trying until they accomplish the task. Others may need only to experience the activity. The game should only last as long as necessary for the group.

Variations

1. If there is enough equipment and people, run two or more consecutive "races".
2. Blindfold, mute, or disable select participants.
3. Plan for multiple "runs". Start with an easy goal, then make the activity progressively difficult by changing the location of the goal or the abilities of the participants.

Spider Web

Equipment

Pre-constructed spider web
Six nylon tie-downs

Group Size

8-15 participants

Objective

To move the entire group through the nylon fabricated web without touching the web materials.

Directions

Allow the group to touch the web to see how sensitive even a small touch can be to the rope. The group must then start passing someone through one of the openings in the web.

Rules

1. Decide if the facilitator will be on the lookout for web movement or if the group will take on that responsibility.
2. Provide a time limit for completion of the initiative.
3. Participants cannot dive through the web.
4. Participants can be passed under the web but not over the web.
5. If anything disturbs the web (someone passing or being passed), the group must start over.
6. All openings must be used at least once.
7. Remember that safety is number one!
8. For larger groups, indicate which of the openings can be used more than once.

Human Ladder

Equipment

6-10 smooth hardwood dowel rods. Each is a "rung".

Group Size

12-20 participants

Objective

To "climb" 6-10 steps of the human ladder.

Directions

1. Participants are paired and given one "rung" of the ladder. Several pairs, each holding a rung, stand close together to form the ladder.
2. A climber starts at one end of the ladder and proceeds to move from one rung to the next.
3. As the climber passes, the pair holding the rung may leave their position and proceed to the end of the ladder, extending its length to a predetermined number of rungs.
4. Each person has an opportunity to climb the ladder.

Object Retrieval

Equipment

2 five gallon buckets
Enough foam balls to fill one five gallon bucket
Perimeter rope, approximately 150 feet long
Internal (island) rope approximately 50 feet long
Pre-made tubing device with attached nylon cords
Inner tube strips

Group Size

8-30 participants

Objective

To move the balls from one bucket to the other without spilling any of the balls or moving the buckets off of the island.

Directions

When the group is ready, they transfer the materials from one bucket to the other using the provided supplies.

Rules

1. Only props provided may be used.
2. The area between the perimeter circle and the island is considered toxic. Anything that touches this area will be immediately destroyed - props, hands, feet, etc.
3. The group may not enter the toxic area or set foot on the island.
4. You may want to identify what the objects in the container represent to the group - successful programs, new volunteers, additional money - something that relates to the group and that they see as highly desirable.
5. If there is a large number of participants, you may add the rule that anyone who touches a prop is not allowed to speak as long as they are touching it. This provides for a different communication dynamic.

Electric Maze

Equipment

One 6' x 9' grid of 1' x 1' squares
One stopwatch
Two facilitators (one maze wizard & timer/scorekeeper)
One map of grid (use for predetermined path)

Group Size

12-20 participants

Objective

For each participant to pass through the maze using the correct path.

Directions

1. Everyone needs to take off their shoes.
2. There is one correct path of connected squares. The path is horizontal, vertical, and/or diagonal.
3. If a player steps on a square not on the path, the maze wizard will beep and the player must retrace their steps to the beginning.

Rules

1. The team has 20 minutes. During that time, they may strategize verbally until the first participant steps on the maze. Then all participants must be silent.
2. Questions will be answered before the group begins to strategize but not once the strategy session begins.
3. Props may not be used to designate the path.
4. One minute penalties are given for the following:
 - Stepping off the path when returning to the start.
 - Speaking during the period of silence.
 - Touching the maze, unless it is your turn on the path.
5. The game is over when time expires or the group successfully moves all participants through the correct path.

Blocks

Equipment

Rectangular wooden blocks (one less than the number of participants)
Two ropes to designate beginning and end (20-35 feet apart)

Group Size

5-10 participants

Objective

To move the entire group from one side to the other without touching the ground.

Rules

1. Introduce the wooden blocks as the only resource.
2. Participants have 20 minutes to devise a strategy and accomplish the objective.
3. A block can only be used to cross to the other side if a participant is touching the block at all times. Contact must be maintained until the block crosses to the other side.
4. If participants lose contact with a block, the facilitator will take that block away for the remainder of the activity.
5. If a participant touches the ground, the whole group must start over.
6. The activity is over when time expires or when the group successfully moves all the participants to the other side.