

1

Whale Watch



■■■■■□	6-12 people	approx. 30 min	
Difficulty	Recommended Group Size	Time for Proper Completion	Wet Weather Appropriate

Scenario: The group is offered an opportunity to step aboard the 'Prairie Schooner' (platform) to watch whales in the harbour.

Objective: For all participants to see the 'Prairie Whale' with the platform touching the ground as seldom as possible.

Procedure/Rules:

- Everyone must board the boat from the dock only (block located on the opposite side of the marked whale).
- Once everyone is aboard, the group may attempt to sail the boat. Sailing is achieved when all passengers are in the perimeter (green turf), and by balancing the platform so none of the corners are touching the ground.
- Anyone may walk through the middle grey turf area but **may not** stay there while sailing or while whale watching is occurring.
- Passengers **may not** use the posts or trees for added balance.
- Once sailing, passengers may begin whale watching. However, only one person at a time may see the whale by standing on the green whale on the opposite side of the dock. When a passenger is in the whale viewing area, they must then turn toward the bushes and say, "I see a prairie whale!" After this is said, the next passenger may enter the viewing area. This continues until everyone has seen the Prairie Whale.
- **Optional Challenge:** If the group manages to complete the above, try to get all but 1 person off the boat without touching. All must exit on the dock.
- **Create a plan!**

Demerits: Every time the boat touches, 1 demerit is incurred. 10 demerits and the boat sinks. Passengers must then restart.

Hints:

- What is the best way to change whale watchers? Is it easier to rotate or better to only have two people moving in a switch?
- Before sailing, have the group try different ways of balancing. For example, try keeping feet planted and only move hips.
- Whale watching is will test your patience. Work slowly! You'll be rewarded in the end.

2a

Traffic Jam



■■■■■	8 or 10 people	approx. 30 min	
Difficulty	Recommended Group Size	Time for Proper Completion	Wet Weather Appropriate

Scenario: Two groups of toads meet each other on a row of lily pads as they are trying to reach the opposite shore. Both groups of toads are very stubborn and unwilling to turn back. However, they are willing to leapfrog over a toad from the other group.

Objective: Two facing groups must attempt to switch places on the stumps. 1. 2.

Procedure/Rules:

- To start, split the group into 2 teams (both teams are working together). There must be the same amount of participants on each team. (If not, the leader should join a team instead of asking a participant to sit out.)
- One team will stand on the stumps to the left of the middle stump, the other team to the right. Both teams should be facing the unoccupied middle stump between the teams (any extra stumps at the end are out of play).
- Participants may move to an empty stump in front of them.
- Participants move around a single person from the **opposite** team to reach any empty stump. **Do not swap stumps, instead, leap frog around someone.**
- Participants **may not** step off the stumps.
- Participants **may not** move backwards.
- Participants **may not** leap frog someone on the **same** team.
- Participants may help each other, but they must keep both feet on their stump.
- **Create a plan!**

Demerits: Every time someone touches the ground, 1 demerit is incurred but the participant **does not** need to restart. 10 demerits and the team must restart.

Hints:

- If the group is having trouble, the leader may divulge that 2 teammates should never be standing next to one another once they have moved.

2b

Two By Four



■■■■■	8 people	approx. 30 min	
Difficulty	Recommended Group Size	Time for <u>Proper</u> Completion	Wet Weather Appropriate

Scenario: Two families of toads are trying to cross to the opposite sides of a piranha infested swamp on a row of lily pads. However, they are all mixed up! They are scared to move alone so they agree to move in pairs. The piranhas are snapping so they need to move quickly and efficiently!

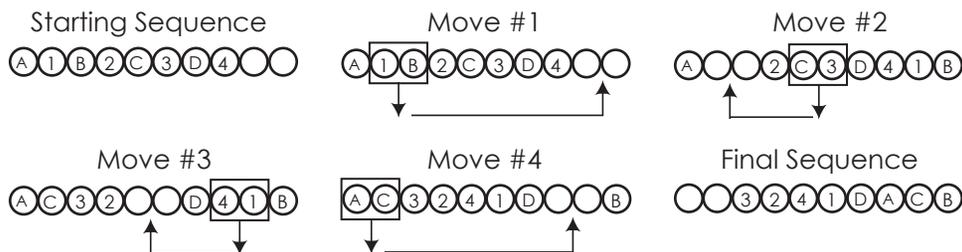
Objective: To have 2 teams of 4 participants move from standing in alternating positions, to standing together in teams by moving pairs in the least number of moves possible. 4 is the minimum number of moves. (see starting sequence.)

Procedure/Rules:

- Have 8 participants divide into 2 teams. If possible work with male/female as it will be the least confusing. Or try hats/no hats, shoes/sandals, etc.
- Team members should be on alternating stumps with no empty stumps between participants. Leave 2 empty stumps at the end of one side of the line.
- Participants are allowed to move off stumps to get to their destination.
- All moves must be made in pairs. Any two people next to each other constitute a pair.
- Pairs may not swap their order on the stumps or at their destination.
- As a pair moves, they leave an empty slot in the line which must remain and be eventually filled by another pair.
- The final line must have no gaps and have teams together in any order.
- **Create a plan!**

Points: The group starts with 10,000 points. Minus 1,000 points every time a pair moves. Goal is to remain with 6,000 points.

Hints: The following illustrates the 4-move solution. **If the group is struggling, divulge 1 move at a time so the group still has a chance to figure out the puzzle as unaided as possible.** Team 1: A, B, C, D Team 2: 1, 2, 3, 4



3

Amazon



■■■■■	6-12 people	approx. 20 min	
Difficulty	Recommended Group Size	Time for <u>Proper</u> Completion	Wet Weather Appropriate

Scenario: After hiking for days in the amazon jungle with no food, your group finally finds a village. Much to the groups dismay, a raging river lies between the group and the village. However, you do have a few resources to use to obtain the food container: a plank, a pole, a length of rope and a stick.

Objective: The group must obtain the can on the stand without touching the ground beyond the railroad tie (river area) using only the provided props.

Procedure/Rules:

- The participants may only use the props: plank, marked pole, rope and marked stick. Any other sticks/poles from the bush are not allowed.
- None of the participants may touch the river area.
- None of the props may touch the river area.
- For safety reasons, any participants going out along the plank must crawl.
- **Create a plan!**

Demerits: Every time a participant or prop touches the ground, 1 demerit is incurred. 10 demerits and the group must restart.

Hints:

- This initiative is all about balancing forces.
- Look at the pole and plank. Are there any notches or grooves? How do the props fit together?

Trial and error is okay! **Do not** reveal the following until the group has exhausted **all** options and made multiple attempts without success:



4

T.P. Shuffle



■■□□□	6-12 people	approx. 20 min	
Difficulty	Recommended Group Size	Time for <u>Proper</u> Completion	Wet Weather Appropriate

Scenario: Your group is in the Gobi desert, attempting to find and touch the Tree of Life. Lo and behold! You have found it! But it stands on the opposite side of a massive, poisonous, peach yogurt pit. A single telephone pole lies across the pit accompanied by a magic, peach yogurt resistant stick.

Objective: The entire group must stand on the beam, touch the middle of the 3 trees on the opposite side, then return without touching the ground.

Procedure/Rules:

- The group must start from behind the pole lying perpendicular to the beam. Everything beyond the pole is peach yogurt.
- The entire group must be on the beam before a participant may touch the tree.
- The entire group must touch the tree before anyone can exit off the beam.
- No trees other than the 3 at the far end may be used/touched.
- The only additional aid is the marked stick. This stick can touch the ground however, it **cannot** be used to walk across while it is lying on the ground.
- Create a plan!**

Demerits: Anytime the ground beyond the pole is touched, 1 demerit is incurred. 10 demerits and the group must restart.

Optional Challenge: Try to touch the tree and exit the beam in the same order as when the participants got on the beam.

5

The Bermuda Triangle



■■■□□	6-12 people	approx. 30 min	
Difficulty	Recommended Group Size	Time for <u>Proper</u> Completion	Wet Weather Appropriate

Scenario: You are a team of scientists mapping and researching the Bermuda Triangle. Your goal is to make your way around the entire perimeter without disappearing into oblivion.

Objective: The entire group must get on, go around and get off the triangle without falling off or allowing the beam ends to touch the ground.

Procedure/Rules:

- The entire group must begin behind the railroad tie.
- None of the 4 beam ends may touch the ground at any time.
- All participants must move in a counter clockwise direction around the triangle.
- The entire group must be on the triangle before anyone is allowed to get off.
- All participants must go all the way around before exiting (you may exit in any order). Once off, they may assist from behind the railroad tie but they **may not** get back on the triangle.
- Exiting the triangle must be done on the railroad tie.
- Any tree may be used for balance but **may not** be used to increase or decrease weight. Hold trees with an open hand, **do not** hug them.
- Participants may step off the beams onto the fulcrum points without penalty.
- Any participant that touches the ground must then restart behind the railroad tie. However, if the group is struggling, allow the participant that touches the ground to carry on from where they are. A demerit will still be incurred.
- Optional Beam Control for easier completion:** Allow 1 participant to act as Beam Control standing near the upright railroad tie straddling the 2 beam ends.

Only 2 feet/shoes may be in the small area marked by the groove on the post-side beam. No one else but beam control may touch the post.

- Create a plan!**

Demerits: Every time the ground is touched by a participant or beam end,

6

Titanic



■□□□□

Difficulty

6-12 people

Recommended
Group Size

approx. 15 min

Time for Proper
CompletionWet Weather
Appropriate

Scenario: The group is aboard the sinking Titanic. The rails are on fire so you must jump over, but the water is too cold and shark infested to jump into. Your only chance is to use a hanging rope to swing to the safety of the life raft.

Objective: Get the entire group aboard the life raft without knocking over the pole, touching the ground or falling off the life raft.

Procedure/Rules:

- Start with the entire group behind the pole (balancing on 2 posts) and with the rope in the hands of a participant.
- Participants **may not, under any circumstances**, jump for the rope.
- Any participant that touches the ground while swinging or knocks over the pole must start again. Reposition the pole if it is knocked over.
- Participants on the life raft may aid teammates on the rope swing by catching them **above** the hips. Catching below the hips can cause them to fall backwards.
- The activity ends when all participants are on the life raft.
- You **may not** tie additional knots in the rope.
- Participants **may not** stand on the pole.
- **Do not** allow a participant to be pushed across on the rope before she/he is ready to proceed.
- End the activity by hanging the rope around the tree.
- **Create a plan!**

Demerits: Every time the ground is touched, while swinging or on the raft, or the pole is knocked over, or the rope is left hanging 1 demerit is incurred. 10 demerits and the group must restart.

Leaders: It is fun for a group to try the rope swing but always intervene to prevent injuries or precarious situations. It is possible to swing around and collide with the tree; ensure participants are aware of this safety concern and how to prevent it. Prevention is possible by changing the angle of the swing as well as proceeding with caution.

7

Nitro Crossing



■■□□□

Difficulty

6-12 people

Recommended
Group Size

approx. 15 min

Time for Proper
CompletionWet Weather
Appropriate

Scenario: You are all giants from Brobdingnag. Unfortunately, your friend is trapped under a landslide on the other side of a valley. To get him out you must transport nitro glycerine across the valley to blow apart the fallen rock. But the valley is full of little Lilliputian people. To avoid trampling them you must swing across the valley.

Objective: Transport the entire group and a pail of water across the open area without spilling the water, knocking over the pole or touching the ground.

Procedure/Rules:

- Prep: balance both poles on the short posts, fill the pail with water and place it at the high (far) side of the valley.
- The entire group must start on one side of the task area behind the far balancing pole and the rope should be hanging in the middle of the valley.
- Participants may only use what they have brought with them to retrieve the rope. This **does not** include a stick they found in the bush and have been carrying around!
- Participants **may not, under any circumstances**, jump for the rope.
- Any participant that touches the ground while swinging or knocks over the pole must start again. Reposition the pole if it is knocked over.
- If any water spills during transport, it must be refilled and taken back to where it started.
- Participants **may not** stand on the pole.
- You **may not** tie additional knots in the rope.
- **Do not** allow a participant to be pushed across on the rope before she/he is ready to proceed.
- **Create a plan!**

Demerits: Every time the ground is touched, the pole is knocked over or water is spilled, 1 demerit is incurred. 10 demerits and the group must restart.

Leaders: It is fun for a group to try the rope swing but always intervene to prevent injuries or precarious situations. It is possible to swing around and collide with the tree; ensure participants are aware of this safety concern and how to prevent it. Prevention is possible by changing the angle of the swing as well as proceeding with caution.

8 Arachnophobia

■■□□□	6-12 people	approx. 15 min	
Difficulty	Recommended Group Size	Time for Proper Completion	Wet Weather Appropriate

Scenario: While being chased by Trolls through the Shekinah Forbidden Forest, you come upon a massive spider web blocking your path to freedom. The web belongs to Aragog, the forest's giant spider. To get to safety you must crawl through the web without triggering it. If triggered, you will alert Aragog and become his lunch!

Objective: For the entire group to move from one side of the web through to the other side without ringing the bell.

Procedure/Rules:

- All participants must start on the same side of the web.
- Each participant must choose their own web opening to go through. No one else may use that opening for the duration of the round.
- Participants may choose to go back to the starting side but they must use their designated opening.
- All participants may help from the side of the web they are on.
- Participants **may not** straddle the web unless moving through.
- Participants **may not** hold the bell or the web.
- Participants **may not** dive through or go over the top of the web.
- Choose the number of opening to suit the group size. With small groups, eliminate some of the easy openings but leave at least one at ground level.
- **Ensure that no one is dropped! Move slowly! Leaders be prepared to intervene/help in precarious situations. Be careful so that no one bumps into a tree when being passed through.** DUgg'dUff]WdUbrg;Z'YhZfghUbX \Uj Y hYa "]y'g]ZUg'h YmUfY'dUgg'X'h fci [\"
- **Create a plan!**

Demerits: Every time the bell rings, 1 demerit is incurred. 5 demerits and the group must restart.

Hints:

- Draw the groups attention to the size of the participants in the group. Considering this, what is the most advantageous order to pass through the web?
- Work slowly! You will be rewarded in the end!

9 Tension Traverse

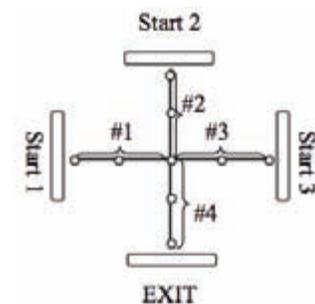
■■■■□	6-12 people	approx. 30 min	
Difficulty	Recommended Group Size	Time for Proper Completion	Wet Weather Appropriate

Objective: A group must divide into three teams and beginning at starting points 1 (block + rope), 2 (hook + tire) and 3 (stick). The teams must walk across their corresponding cables (1, 2 or 3) and exit on cable 4 without touching the ground anywhere between the starting point and the exit point.

Procedure/Rules:

- If a participant steps off the cable with only 1 foot, a touch is counted, but the person may continue from where they stepped off.
- If a participant steps off with both feet, they must start over from their own starting point and a touch is counted.
- No activity can resume until players that have touched are back to their places.
- This is a group effort so teams may help each other.
- Any tree or post close enough to be reached may be used for balance.
- The group has the option of using the rope, the stick, the hook, the block of wood and the tire. All props must be taken to the starting point and may not be placed anywhere ahead of time.
- **The Rope may not** be walked while lying on the ground.
- **The Walking Stick may not** touch the ground. If it is accidentally dropped or put down on the ground it is lost.
- **The Hook may not** touch the ground. If the Hook is accidentally dropped or put down on the ground it is lost.
- **The Block** can be taken to any part of the activity area. Once it is placed on the ground, or accidentally dropped, it **may not** be picked up again but participants may stand on it.
- Participants **may not** touch **The Tire** at any time with any part of their body/shoes/clothing. The area inside the tire is safe for participants and props to stand in. The tire may be moved as many times as needed but no one may be inside the tire when it is moved. Props may touch the tire.
- **Create a plan!**

Demerits: Every time a participant touches the ground or the tire, 1 demerit is incurred. Every time the Walking Stick or the Hook touches the ground, 1 demerit is incurred. Demerits are given to the team that incurred the demerit, not the entire group. 10 demerits and the team must restart from their starting area.



Initiative Tasks



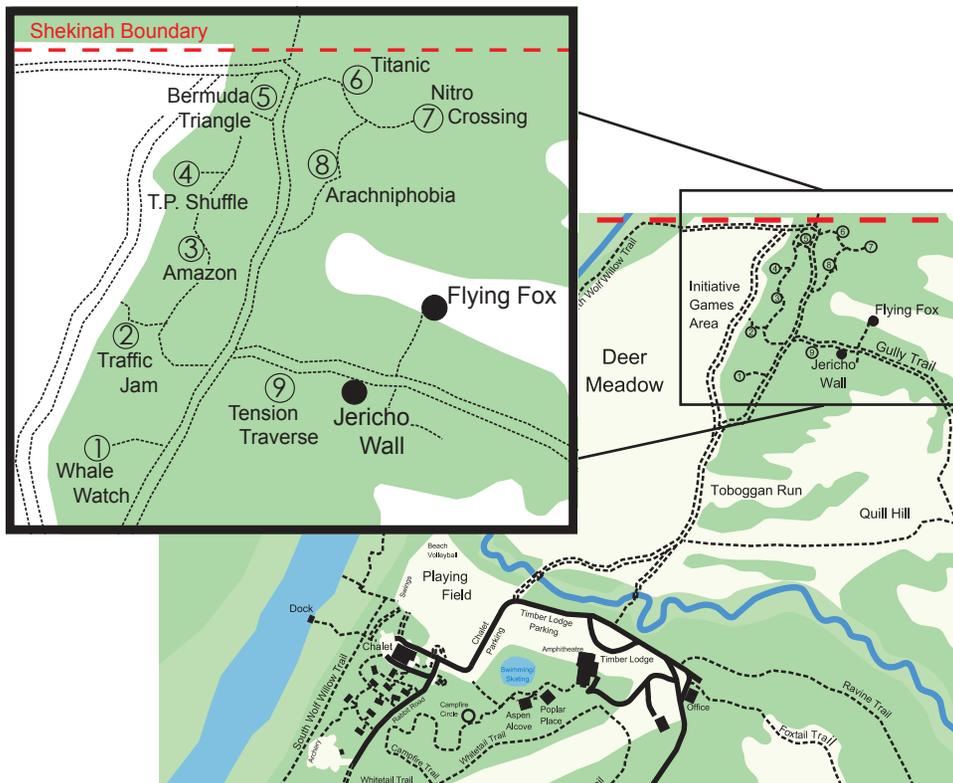
The objective of Initiative Tasks is to effectively use teamwork and cooperation to complete a challenge or problem. These tasks can give insight as to who is a leader in a group, who is an ideas person, who is a person that likes to go with the flow, etc. Remember all of these roles are important within a team and all of these positions are essential for the tasks to be completed.

Attention teachers and leaders: Make the participants aware of the above; stress that communicating is very important, all ideas need to be heard, and that each participant needs to be aware of the next action or movement that will be taking place before it occurs.

When working with children and students, the solution to the task may be clear to you. However, do your best not to interfere with their discussion of ideas. It is okay for the participants to try something without success before completing the task.

However, ALWAYS intervene if an unsafe decision or action is about to take place.

Initiative Games Area



Initiative Tasks



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