

the outdoor classroom

working together



Curriculum focus:

PE, MFL

Keywords:

Team work, coordination, communication, logical thinking skills

Skills learnt in this worksheet include:

Team work, thinking skills, problem solving, planning

Resources required for this activity:

Blind folds (optional), sticks

Further information

www.wilderdom.com/games

www.teambuildingportal.com/games

www.group-games.com/index-of-all-group-games



Ideas for activities on site.

Many of these activities can be played in the natural play area of Kneller Gardens.

1. Animal Sounds

- Use groups of more than 10 people.
Make a circle and ask everyone to close their eyes.
- Whisper the name of an animal to each person. These should be animals that can be found locally – cat, crow, frog, owl, dog, fox, chicken (there are chickens at the allotments) etc.
- Aim to have 3 or more of each animal.
- The challenge will be to find all other animals of one's own kind.
No-one can talk - only animal sounds can be made.
- Focus on listening and calling out to others.
Be prepared to shepherd people from danger.

2. All Aboard!

- This emphasises group communication, cooperation, patience and problem solving strategy.
- Ask the whole group to try to fit inside a small area or on a piece of playground equipment.
- There are poles, rocks and climbing frames in the playground suitable for this activity.
- When the group succeeds, decrease the area available and challenge the group again.
- Limit the means of communication, or give each person a number which must be remembered by the rest of the group.
- Play the game in a modern foreign language.

3. Don't fall in the river!

- Devise a circuit around the playground or in a defined area and divide the group into teams.
- How many members of the team can get the whole way around the circuit without falling in the river?

4. Pass the parcel

- Place team members on the circuit and pass objects from member to member. Members are able to move from their spot but must not drop the object.
- To make the challenge more difficult have a number of objects moving in different directions or make the objects smaller and more difficult to pass.
- Play the game in modern foreign language.

5. Lighthouse Game

- Each person takes on different roles in order to support his/her team.
- Blindfold one person and put him/her in an open area
- Place the remaining children in the area. They are dangerous rocks.
- Select at least three of the remaining group members to be “lighthouses” and ask them to stand in various places along the obstacle course.
- The job of the lighthouse is to guide the cargo ship (blindfolded person) through the rough waters (obstacle course) safely so that the cargo can be delivered to each lighthouse. (Leaves or other objects can be given to the lighthouses as cargo.)
- The first lighthouse must verbally guide the cargo ship through the obstacles and directly to the lighthouse.
- The only lighthouse allowed to give directions at a given time is the one that the ship is headed for.
Other lighthouse must remain quiet.
- If the ship is put in danger by crashing into an obstacle the guiding lighthouse does not get any cargo.
Or, if the lighthouse is unable to guide the person successfully to him/her and the ship passes on by, then this person receives no cargo and the next lighthouse takes over.
- Allow the group members to take turns in the different positions.
- To make the game more difficult play the game in modern foreign language.

6. Create your own challenge

- Give groups 15-20 minutes to come up with a challenging group activity. The activity should be one that the group believes it can do better than any other group.
- All groups come together and take turns to present their activity.
Groups earn points if:
No other group can beat them at their activity (+2)
They can do another group’s activity (+1)

7. Helium Stick

A simple exercise for small to medium sized groups.

- Line up in two rows which face each other. Introduce the Helium Stick - a long, thin, stick, a piece of willow would work well.
- Ask participants to hold their arms out and point their index fingers. Lay the Helium Stick down on their fingers. Get the group to adjust their finger heights until the Helium Stick is horizontal and everyone's index fingers are touching the stick.
- The challenge is to lower the Helium Stick to the ground. Each person's fingers must be in contact with the Helium Stick at all times. Pinching or grabbing the pole is not allowed - it must rest on top of fingers. If anyone's finger is caught not touching the Helium Stick, the task will be restarted.
- In the early stages, the Stick will have a habit of 'floating' up. Don't give up, discuss their strategy and have another go.
- You can add further difficulty by something e.g. a plastic bag to each end of the stick and explain that should the bags fall off during the exercise, the activity will have to restart.

How Does it Work?

The collective upwards pressure created by everyone's fingers tends to be greater than the weight of the stick. As a result, the more a group tries, the more the stick tends to 'float' upwards.