



## Brightwater Site

### Winter Out Of Sight Team Building Games and Initiative Tasks

You will work solo, tandem and as a team with and without your sense of sight. Below is the suggested flow and estimated time. All programs are in the bowl area starting by Somers Hall. Game locations marked by a brown number card hanging from a tree, except for 8, 9 and 10 which can be done anywhere.

Equipment needed: pack of blindfolds, two different coloured hula hoops, and tarp. Return to Project Leader office. Blindfolds need to be laundered at end of day.

1. Group – Pass the Hoop
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7. Group – Log Switch
8. Group – Magic Carpet
9. Solo Connections
10. Solo – Still Hunting

Some of the games are from Sharing Nature with Children by Joseph Cornell with page noted. Encouraging students to show respect for each other and for nature is integral to the program as is connection with the environment through the senses. Also encourage students not to damage any habitat while having fun. It is important that all students are included, experience success and learn to analyze and grow from failure. Students learn the importance of good leadership, listening, learning from others, and solving problems in different ways.

#### **Activity Explanations:**

##### **1. Group – Pass the Hoop**

Time: about 5 minutes

Location: Flat area where you can stand in a circle near picnic tables.

Scenario: Stand in a circle with one coloured hoop on one arm of leader and another colour on the other arm. Pass the hoops, without dropping hands, so that the leader has the opposite colour hoop on the hand. (Hint: need to crawl through hoops).

## **2. Group - Bat and Moth (page 108) from Sharing Nature**

**Time:** 5 minutes

**Location:** Clearing by picnic tables near Somers hall.

**Scenario:** Your group has been transformed to flying beings that echo-locate. You guessed it, bats and moths. Hungry bats will call out their name “bat” sending out echo-location signals to try to find the moths for dinner. Each time the bat calls out, the moth responds “moth”. The catch is the bat is blindfolded to represent the night. Bats are not blind by the way. The rest of the group has been transformed into habitat. They form a circle around the flying beings saying ‘habitat’ every time there is an impending crash. Play one round or two of this game then your group will morph in to seeing beings and head to the...

## **3. Group/ Solo - Unnature Trail page 42**

**Time:** 10 minutes

**Location:** Start on east side of Urwin Hall. The trail is set up ONLY on the left side of the trees and travels around the BACK of Urwin Hall. First item is a green sash around tree. Last item is a red sash around the tree.

**Scenario:** Your group now has the gift of sight. You are now detectives who have the gift of noticing things that fit into the category of ‘unnature’. This is a solo challenge. Walk along the bush counting in your head what you see that fits into the category ‘unnature’. Only items not normally found in nature can be counted. Whisper your number to the leader. Then walk the trail and count again. Your entire group will take a walk a third time to see the hidden treasures. There should be 15 items but don’t tell the students that. [Discuss the source of the objects, the challenges in noticing them and why we simply don’t seem to notice ‘garbage’. Discuss the concept of garbage and what could have been done with the items. Remind students of the recycling we do at School and at Brightwater. Leave all the stuff in place for the next group. Pause and do the next game to see and hear nature.....

## **4. Solo - Listening and Color Game page 40**

**Time:** 2 minutes

**Location:** Walk down the stairs to the bridge. Focus students on the sights and then the sounds of the creek area.

**Scenario:** This is two 30 second activities. Observing involves listening and looking deeper. For 30 seconds, count the number of natural sounds you hear. Compare the sounds. What is the source of the sound? What is the mood or ambiance of the place? Then pick a color: brown, yellow or green (not in winter) and look for as many shades as possible. This could be connected to the art program on day two.

## **5. Tandem - Hug a Tree Trust Walk page 28**

**Time:** 10 minutes

**Location:** Head down toward trees in bowl area.

**Scenario:** You will lose your sight. But you will have a lifeline – your buddy will take you blindfolded to a tree. You need to get to know the tree. Touch, smell. Then you will be returned to the start, turn three times then find your tree unblindfolded. A

trust activity is just that – the leader needs to walk as slowly as the unseeing person guiding by holding on to the elbow. Leader needs to tell searcher if they are warm or cold. Once the tree is found, switch roles.

### **6. Solo or Tandem - Blind Trust Obstacle Course page 30**

Time: 15 minutes

Location: Course starts behind Maple Creek cabin in bowl by playground. Scout the route beforehand to ensure all strings are attached and there are no hazards.

Scenario: Now your group has entirely lost the sense of sight. You need hang on to the cord to guide you up, down, over and under obstacles. If the cord seems to go down, DUCK! If you sense something to step over, do so carefully. Good luck!

**FACILITATORS:** start next walker after first one passes along a good distance away. Walk around to survey the group for safety. If the group seems to require that a guide would be more appropriate, have partner lead unseeing buddy and then switch roles. Monitor students to ensure they are safe. When first kids finish challenge, ask them to remain silent or spot possible trouble areas and ensure others are safe.

### **7. Group – Log Switch**

Time: 5 minutes up to 15minutes..... !!!!!

Location: Campfire area - bench

Scenario: No blindfolds. Entire group stands on a bench: AXXXXXXXXXB So person A needs to switch places with person B without touching ground or another bench. Watch for safety and tumbles. (Hint: this game is also called ‘waltzing the log’ but the groups come up with MANY creative ways to solve the puzzle). If you want other opposite partners to switch places too, go for it: ABCD E DCBA

### **8. Group – Magic Carpet**

Time: 10 minutes

Location: Flat area that is not slippery.

Scenario: Everyone jump onto the flying carpet grey side. You have been flying around Brightwater for a while when someone realizes that there is a need for camouflage. Challenge: Turn over the carpet without anyone falling off so that everyone is on the white carpet. Oh and by the way, all of you are blindfolded. So be careful out there!

**FACILITATORS:** You can also try this activity unblindfolded if you think that would be a bit more sane and appropriate for your group.

### **9. Solo Connections**

Time: 2-5 minutes

Location: By adopted trees

**Scenario:** Have a seat by your adopted tree. Pause to look around, listen, and notice what you can when not moving around. What do you notice that is simply 'out of sight'? Share observations in a circle in your group.

### **10. Solo – Still Hunting**

**Time:** 5 minutes or more if journaling

**Location:** Along the trail, sitting solo on a sit upon

**Material:** sit-upons for each person

**Scenario:** You have the challenge of sitting silently, away from your friends – at least 5 meters. Insist on silence and stillness. Notice colours, textures, motion. Group up and debrief observations sitting or standing in a circle.

**Close the experience** by debriefing what the students liked the best, something they noticed and the role of teamwork. What values were evident during the session? (Trust, responsibility, respect). Which tasks were most challenging? What were some fun parts of the program? Thank you for facilitating the program.