

Spider Web

2.7

[1]



[2]



[3]



[4]



TIMING

- +/- 20 mins

EQUIPMENT

- Rope, posts, bibs

SETUP

- Use the ropes to setup a 'Spider Web' between two posts
- The web can be set up between two goal posts, but two trees or other objects are just as good
- Make sure the holes are large enough for a person to fit through
- Make sure there is at least one hole per person

DESCRIPTION

- **Objective** - All participants must get from one side to the other side without touching the net. If they touch the net the spider wakes up and the team loses the game! [1-3]
- Each hole may only be used once
- Once the hole has been used, mark it with a bib, to show that it's closed [4]

TRAINER TIPS

- Be aware that participants may be sensitive about physical contact and that maybe not everyone will want to take part

Spider Web

VARIATION

- Create some holes which are lower and larger and easier to get through
- Create some holes which are smaller or higher and harder to get through
- For younger participants, establish the rule that the web can't be touched for more than 2 seconds

LEARNING and SKILLS DEVELOPMENT

- This activity is particularly useful in encouraging strategy, problem solving, effective communication and team work

- Participants need to create a strategy for their team. Assessing as a group which participants need to use the easier holes to pass through (e.g. because they are smaller), which participants can help others to manage a difficult task (e.g. because they are strong enough to lift someone) etc. [5, 6]
- The game can only be won if all team members bring in their specific abilities

Skills: Teamwork, Strategic Thinking, Problem Solving, Trust and Responsibility, Effective Communication,

[5]



[6]


