

Active Adventure Programme

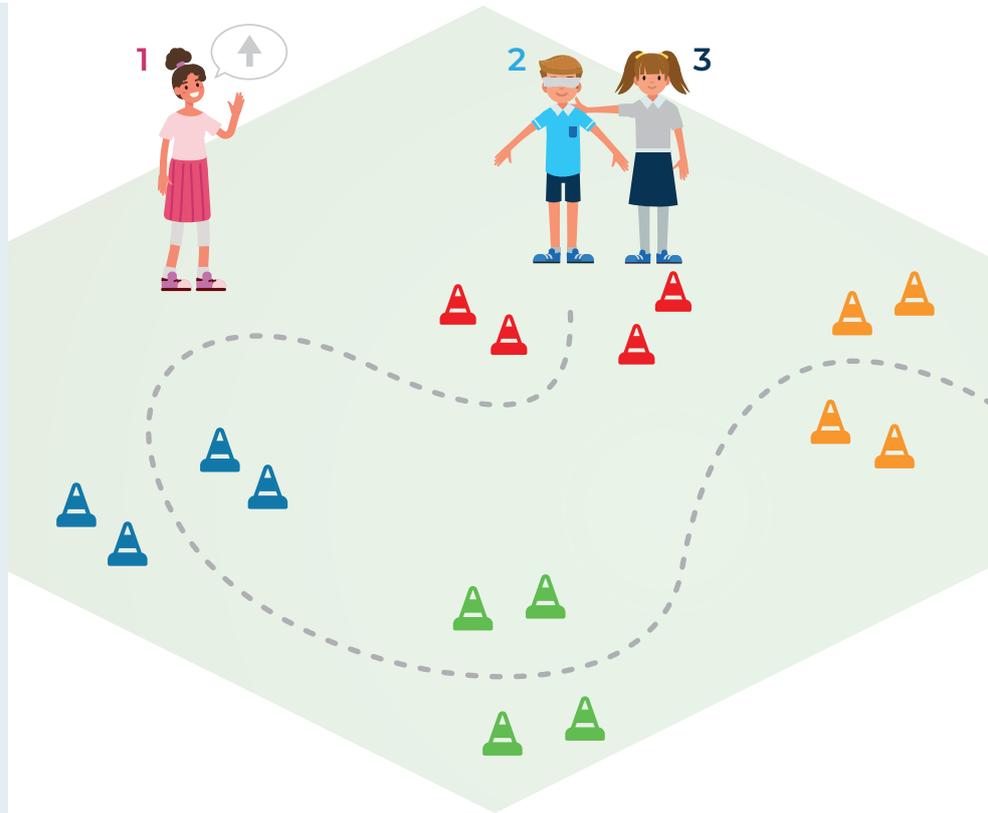
Blindfolded Jungle

Objectives

- Problem solving in situations which may occur in a jungle
- Use verbal instructions to follow a route to encourage children to think quickly
- Work effectively as a team to reach a goal

Resources

- Cones (use of different colours)
- Blindfolds
- Start and finish markers (spots)
- Use suitable indoor/outdoor equipment
- Whiteboard/ piece of paper and pen



Delivery notes

The aim of the activity is for children to successfully travel through an obstacle course while blindfolded following instructions from a team member.

- Split the children into groups
- Provide each group with a whiteboard/piece of paper so they can plan and design their obstacle course. (remember: each group must have a 'Start' and an 'End' with different obstacles in between)
- With the equipment available, children should draw out a detailed map where they would like to position their items. Encourage children to use their imagination to add different challenges when moving through their 'Jungle' (for example: blue cones could represent water and red cones could represent a wall of fire)
- Once the children have finished their design, allow them time to 'build' their course in a provided space.

- Number the children **1, 2 and 3**.

Number 1 is the 'director' – the director will give verbal instructions to direct the blindfolded person through the jungle.

Number 2 is 'blindfolded' – this person will place a blindfold over their eyes and will follow any instructions given from the 'director'

Number 3 is 'support' – this person will place a hand on the 'blindfolded' persons shoulder to provide support when navigating through the jungle.

- Allow time for every person in the group to play each role. Once they have finished their own jungle, groups can rotate around different jungles that have been set up by different groups.

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🚩 Challenge 1

Encourage children to implement new challenges to their current design. (for example: they may add a scoring system where all children start with 50 points).

If they touch an item when navigating through the course, they lose 5 points. Their final score is the number they have when they arrive on the end cone.

🚩 Challenge 2

Encourage children to give detailed instructions that must be given when directing through the jungle.

For example: children must jump side to side when arriving at the trees (green cones) before they can continue.

Differentiation: STEP Framework

Space

Give the children a specific area to work in. You could make this area smaller which will bring their jungle design closer, making it harder to navigate through.

Task

Change the activity by adding new challenges to the 'jungle' (for example: adding instructions that they now need to follow, jump through the trees, crawl through the grass etc.)

Equipment

Give children access to a wider range of equipment to use. Encourage children to use their imagination (for example: a skipping rope could represent a snake)

People

Add another child who is also blindfolded (also including stronger safety rules) so the 'director' now must direct two children through the obstacle course at one time.