

Electric Wire

OVERVIEW

Help your students grow in their ability to work together to accomplish a goal and communicate effectively through this game where everyone has to move under an "electric wire" according to the set rules.

WHAT YOU'LL NEED

- Piece of string or rope at least 6 feet long
- Two objects on which to tie the rope

SET-UP

- Hang a piece of rope or string about 2–2.5 feet off the ground between two poles, trees, or stationary objects. Have the entire team start on one side of the rope.

HOW TO PLAY

- **LINE-UP.** Have the entire team start on one side of the rope.
- **SAY SOMETHING LIKE.** Your team has been traveling and encounters this tricky obstacle—an electric wire! Everyone needs to get underneath this electric wire safely before anyone on the team can continue the journey.
- **GROUND RULES.**
 - Every team member has to pass underneath the electric wire without touching it.
 - While traveling under the wire, no part of anyone's body may touch the ground except their feet.
 - If anyone touches the electric wire or the ground, everyone must go back to the beginning and start over.
- **PLAY.** Say, "Are you ready? Go!"
- **REPEAT & CHALLENGE.** After the team has successfully completed the assignment, start again and pick any of the options on the right to increase the challenge.

DEBRIEF

Ask some of the following questions:

- What went well for your team?
- What was the most challenging part of this game?
- What would have helped your team move faster to the other side?
- How well did you communicate with each other during this game?
- How can we use the concepts of this game to make our group better outside of the game?



PREP LEVEL

no/low

SPACE

indoor/outdoor, large space

PLAYERS

all play

INCREASE THE CHALLENGE

- Enforce a time limit
- Mute some of the team
- Lower the height of the rope (take care to ensure that it is still physically possible for all to pass under without touching)

DISCIPLESHIP CONNECTION

This game develops team focus, intentional communication, and problem-solving.