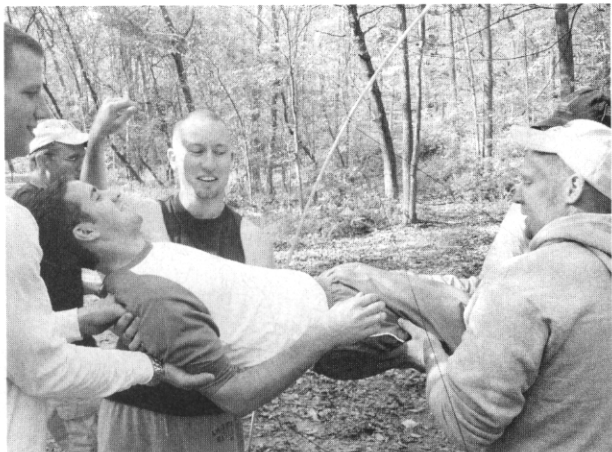


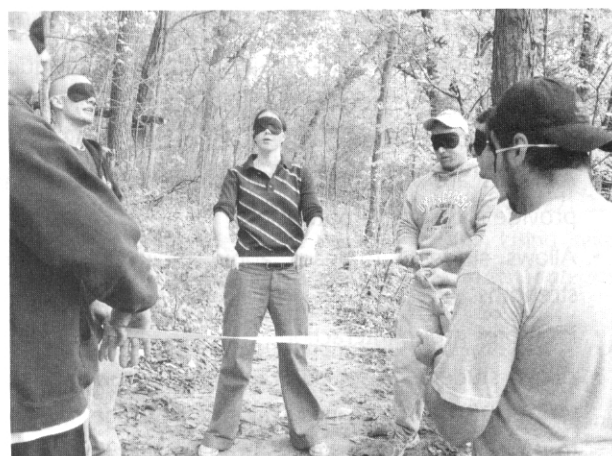
**Figure 9. Spider Web**



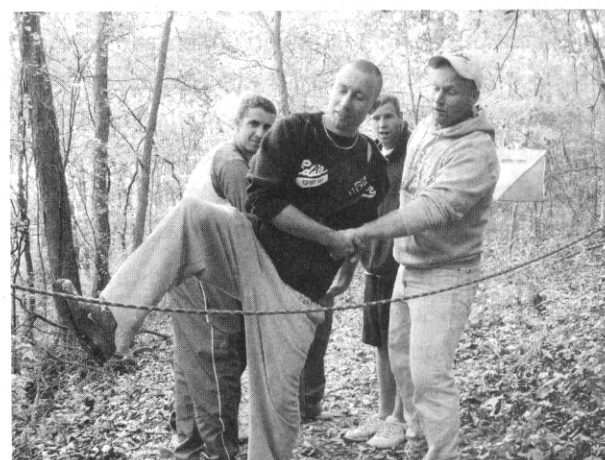
**Figure 10. Blind Forms**



**Figure 11. Blind Forms**



**Figure 12. Electric Fence**



*Approximate activity time:* 15-25 minutes

*Description:* There is a rope tied between two trees that hangs about mid-thigh level. The participants join hands in a circle facing each other. The object is to have the entire group cross over the “electric fence” without unlinking hands or touching the rope. If someone touches the rope, the entire team starts over.

*Safety considerations:* Make sure that the “electric fence” is not set too high. Be sure to spot participants as they cross over the rope. Students cannot run and jump over the fence.

### **The Balance Pole**

*Materials needed:* A 9-12 foot tent pole or large hula-hoop

*Number of Players:* 7-11

*Approximate activity time:* 5-10 minutes

*Description:* The object of this initiative is to raise the pole or hula-hoop from the ground to above everyone’s head. The players can only use their index fingers. Participants put both of their index fingers underneath the pole and work together to raise it without having the pole lift off of either finger. If the pole lifts from any person’s finger, the group must start over.

*Safety considerations:* Be careful not to have participants at the end of the pole as it can sometimes move in an unexpected way. Make sure to have the participants set the pole down slowly so that it doesn’t hit anyone in the face.

### **The Retrieval (see figures 13 and 14)**

*Materials needed:* 2 play ropes (15-30 feet long), 1 harness, 1 helmet, 1 locking carabiner, cones/boundary markers, water bottle