

W14108 Team Memory Maze and More Game – Activity Suggestions

Memory Maze Game

PLAYERS – For 2 or more players working as a team.

SET-UP – Arrange the tiles in an 8 x 8 grid with the centers of the tiles in place (do not remove the center square area of the tiles). Have all the students line up on one side of the board. An instructor creates and makes note of a path on the grid that starts on one side of the grid and ends on the opposite side of the grid. The path must move from one square on the grid to another square using only adjacent squares (no diagonal moves).

The path should only allow one successful way forward and have no dead ends. In the example to the right, the correct path is the squares with the 1's in them. The 2's are examples of a dead end and of a path that was created with multiple correct options. The instructor keeps the path hidden from the participants.

PLAY – All participants line up in a line on the START side of the board. The first participant guesses at a location where they think the path starts by stepping onto that square. The instructor tells the participant if they were right or wrong. If right, they can try to guess the next correct square. If wrong, they step off the board and move to the end of the line. The next participant then repeats the same process making mental note which of the squares the previous participant had correct and where they went wrong.

WINNING – The team wins when one of their team members can follow the correct path and step off the board.

VARIATIONS –

Communication Restrictions – Repeat the game a few times. For the first game, don't allow the participants to communicate with one another at all (no talking, grunting or pointing). For the 2nd game, allow non-verbal communication only. For the 3rd game, allow all types of communication. At the end of the 3rd game, discuss how effective communication makes the game easier.

Diagonals – Allow diagonal moves on the correct path. Ask if this makes the game easier or harder and discuss why?

START

		1					
		1	1	1			
				1			
	1	1	1	1	2	2	
	1	2					
	1	1	1	1	1	1	
						1	1
							1

COMPLETE

Blindfolded Memory Maze Game

PLAYERS – For 2 or more players working as a team.

ADDITIONAL EQUIPMENT REQUIRED – W8742 Blindfolds or similar.

SET-UP – Arrange the tiles in an 8 x 8 grid. Blindfold all the participants and have them line up in a single file line on the start side of the board. Participants may want to

play in their socks to make it easier for them to determine if they have stepped into an open spot on the grid and are following the correct path. While waiting to make their attempt to walk onto the maze, to help keep the players in line, they may want to rest a hand on the shoulder of the player in front of them. The instructor then removes the center of the tiles from a series of tiles that defines the correct path that begins on the START side and ends on the COMPLETE side. Similar to the Memory Maze Game above. Use one center area of the squares that were removed to mark where the line for players starts and one where the correct path ends. In the

example to the right, the square off the grid represent where the line starts and where the correct path ends and the ovals represent blindfolded participants. The correct path will always start directly in front of the line, so that their first step is always straight forward.

PLAY – The participant steps into the grid into open square on the grid directly in front of them that starts the correct path. To count as a successful step, their toes must step completely into the open area and cannot land on top of any of the foam. As they move, they should call out the direction of their step. For their first step, they would always call out one step forward. They would next call out the direction of their next step (right, left or forward) and to attempt to step into the that box. If that box is part of the correct path, the center of that area would be open and if they step into



		1						START
1	1	1						
1								
1	1	1	1					
			1					
			1					
		1	1					
		1						



COMPLETE

the open area such that their toes are completely in the open box, they have made a successful step and may continue and try to take another step. If they either guessed wrong or stepped on part of the foam, their turn is over. Once a player's turn is over, the instructor should lead that player to the end of the line. The next player then starts their turn and from memory, follows the correct path that the player before them followed. Play continues until the team has one of their players step only in the open areas of the grid and makes their way all the way across the grid and onto the square on the COMPLETE side.

VARIATIONS –

Communications –

Limited Communication - Only the player that is currently playing can talk. They may call out their moves and announce what steps were successful, which were not and why they were not. They may step into a correct square on the path, but have their toes step on the edge and thus ending their turn.

Full Communication – All players can talk at once and help remind the player of the correct path. A useful trick here could be to have each player in line only remember one correct step sequentially. This avoids each player having to remember the whole path.

Grid Size – If the instructor thinks the 8 x 8 grid might be too hard or take too long, start with a smaller grid (5 x 5 or 6 x 6).

Quick Peak – Just before the start of the game, have the players remove their blindfolds for 5 seconds to see the correct path.

Helper – One teammate gets to remove their blindfold and stand on the COMPLETE side of the board. This person gets to call out instructions to their blindfolded teammates about where to step. This should be easy, but younger participants may not know their right from left that well and will have to remember to call out the directions in terms of the player that is stepping in to the board right and left direction, not their own.

Accuracy – Require that a successful step into the board include their entire foot and not just their toes, meaning that if any part of their foot steps on top of the foam it is an unsuccessful step.

Toss Tic, Tac, Toe

ADDITIONAL EQUIPMENT REQUIRED – 9 Beanbags in 2 or more colors, W9765004, W9766 or similar.

SET-UP – Create a 3 x 3 grid and remove the center square from each tile. Mark a line or location from which players will toss their beanbags using floor tape, cones or other means. The distance of the line or the target grid can be varied depending on the age and skill of the players. A 3' distance for younger players and a 6' distance for older players should work well. Assign each player (or team of players) one or more colors of beanbags and give each team 5 beanbags.

PLAY – Use Rock, Paper, Scissors to determine which team will toss first. The goal of the game is to control 3 squares in the grid and have them be in a horizontal, vertical or diagonal line. On their turn each team tosses a beanbag at the target grid. If the beanbag lands with more than half of the beanbag inside a square in the grid, that team takes control of that square. Once a team has control of the square, it cannot lose control of the square during that game even if it is knocked out of the square by another beanbag later in the game. If a tossed beanbag does not land in a square or lands in a square that is already under control, that team loses their turn and it becomes the other teams turn. The first team to control 3 squares in a line wins the game.

VARIATIONS

Blocking – If a team tosses a beanbag into a square that is controlled by another team, they block that team, both beanbags are removed from the square and it becomes the other teams turn.

Must Win – Give each team only 3 beanbags. Mark one team's beanbags of the odd team with a 1, 3 or 5 (one beanbag with each number. Mark the even team's beanbags with a 2, 4 or 6. Determine which team will toss first. That team then tosses their lowest numbered beanbag at the target. If it lands with more than half of the beanbag in a square, they take control of that square and it becomes the other teams turn. If it misses the target, then that team loses their turn. The 2nd team tosses their lowest numbered beanbag at the target. If it lands in an uncontrolled square, they now take control of that square. If it misses the target or lands in a controlled square, the 2nd team loses their turn. Each team continues to toss their beanbags at the target until they control 3 squares. The first team to connect 3 squares in

a line (horizontal, vertical or diagonal) wins the game. If a team controls 3 squares, but they are not in a line. That team removes its lowest numbered beanbag from the grid. They lose control of that square and they toss that beanbag at the target again. Team's cycle through the beanbags on the grid (the odd team would remove beanbag #1 first, then #3 and then #5) until one team has 3 in a row!

Kinda Korny Hole Toss – For 2 to 4 players

ADDITIONAL EQUIPMENT REQUIRED – 8 beanbags, 4 per team. W9765004, W9766, W9750, W14141 or similar.

SET-UP – Connect 9 tiles in a line. Leave the foam square in the middle 3 (gray squares) and remove them from the 3 squares at either end (white squares). If desired, 2 or 3 sets of tiles could be stacked in the same configuration which would result in deeper target areas. With 2 players, both players will toss from one end towards the opposite end and then walk to the other end pick up their beanbags and toss toward the other end. With 4 players, divide the players into two teams of 2 players and have one player from each team stand at each end.



PLAY – The team with the youngest player goes first. That player tosses their beanbags one at a time until they have thrown all 4 of their beanbags. The other team then tosses all 4 of their beanbags. Once all 8 beanbags have been tossed a “Round” have been completed.

SCORING – Any beanbag that is more than 50% inside one of the scoring areas (the areas with the tiles removed) is considered inside the scoring area and is eligible to score points. Note that during a round a beanbag may be knocked out of or into a scoring area. The position of the beanbags at the end of a round is the position that matters. A beanbag in the furthest scoring area (shown with a 3) is worth 3 points, beanbags in the middle scoring area are worth 2 points and beanbags in the closest area are worth 1 point. Beanbags from opposing teams in the same scoring area cancel each other out. If team 1 has two beanbags in the 3 point scoring area and team 2 has one beanbag in the 3 point scoring area, then team 1 would earn 3 points for the one extra beanbag in the 3 point area.

WINNING – The first team with 21 or more points at the end of a round wins the game. If both teams have 21 or more points at the end of a round, one or more additional rounds are played until the tie is broken.

VARIATIONS – To increase the difficulty of the game move the scoring areas further apart by adding more non-scoring tiles to the center or change the value and number of scoring area to what is shown below.



Racing 4 in a Line Game

ADDITIONAL EQUIPMENT REQUIRED – 42 of some object, with 21 each in two different colors. If you don't have that many of anything, you could cut out 5" circles or squares from colored paper or order 2 sets of our ball pit balls (W12945 or W12929) or 5 sets of our Puff Balls (W10313 or W10314).

SET-UP – Create a grid of 42 squares with 7 columns and 6 rows (standard Connect 4 / Four in a Line grid), remove all the centers from the grid. Divide your group into 2 teams with an equal number of players on each team. Give each team 21 items of the same color, if required use a container to keep the objects together. Position the grid at one end of the available play area and the objects at the opposite end as far away as possible.

PLAY – At a start signal, the first player in line from each team picks up an object and races to the grid to place it within one of the open areas.

The objects must be placed in an empty space of a

column and in the space that is closest to them. In Connect 4, the markers are stacked up on one another and this rule is to create the same effect. In the example shown, the teams have placed objects in the spaces marked with a 1 or 2.

On their next turn, they could place an object in any of the spaces shaded in gray, but not in any of the other open spaces. Once a player places an object they race back to the back of their line and once in their line the next player on their team can pick up an object and race to the board to place it in an open area. Note that this is a race and teams do not have to alternate turns, if two teams' race to the grid and attempt to place an object in the same open spot, the team that gets the object in the open square gets that square. The first team to get 4 of their objects in a horizontal, vertical or diagonal line wins the game.

Team #1



Team #2



1	2					
1	1					
2	2					
2	1					
2						
1						