

Bonus Activity:

# Spider Web

This activity encourages participants to develop a strategy to solve a problem together. It builds participant's awareness that each team member has specific abilities that are necessary to solve the task.

## Description

### Setup

- Before you can start the activity, you have to set up the "Spider Web".
- The web can be setup between two goal posts or any other two objects.
- Use the ropes to set the web up and make sure the holes are large enough for a person to fit through.
- Make sure there is at least one hole per person.

### Description

- All participants must get from one side to the other side without touching the net. If someone touches the net the spider wakes up and the team has lost the game.
- Each hole can only be used once. Once the hole has been used, mark it with a bib, to show that it is closed.
- Before starting the activity, the group has 5 minutes to discuss a strategy together.

## Discussion questions

### Reflect

What was difficult/what was easy about the task? Was everyone involved in the process? How did you use the different abilities of each team member?

### Connect

Have you been in a situation before where you had to work in a diverse team? Which difficulties/challenges can you think of when working in a team with a lot of different people/ people from different cultures?

Which advantages can you think of when working in a diverse team with people with different abilities and cultural backgrounds?

### Apply

Which strategies can you use when working in a diverse team to achieve your goal? How can you use the strength of each team member the best? How can you increase your understanding of the advantages of diverse teams? How do you think will this affect your work as a team or in your class?

## Facilitation notes

To address different abilities within a diverse group, create some holes which are lower and larger and easier to get through. Create also some holes which are smaller or higher and harder to get through. Be aware that participants may be sensitive about physical contact and may not want to take part. Provide the option for those participants to use the easier holes at the bottom of the web. For larger groups add the rule that holes can be used twice. For younger participants, make the rule that the web can't be touched for more than 2 seconds.

If a group is struggling with the task, allow 5 free touches before ending the activity.

To create a little competition to the activity the facilitator or teacher can stop the time of how long it takes the group to get everyone on the other side of the web. After the first round the group gets 5 minutes again to discuss their strategy so they can beat their own time in the second round.

<b>Number of Teachers or Coaches</b>	1-2
<b>Number of Students or Athletes</b>	10-15
<b>Typical Age Group</b>	12+
<b>Time Needed</b>	20 min. +/-
<b>Space Needed</b>	Space with two goal posts or two other posts
<b>Materials Needed</b>	2 Posts Ropes 10-15 Bibs
<b>Activity Objective</b>	To understand the importance of the use of everyone's different abilities within a team to solve a specific task.
<b>Related Units</b>	Unit 3 and Unit 2
<b>Related Learning Competences</b>	Teamwork, strategic thinking, problem solving, trust and responsibility, effective communication