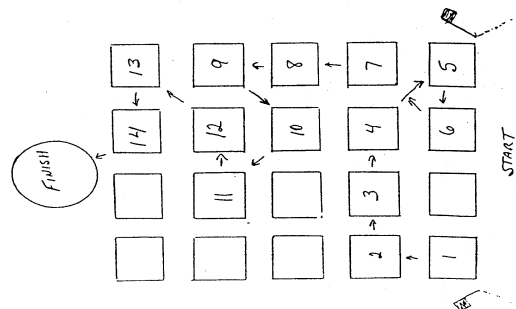


Building Dynamic Groups



Swamp Island Maze

- Materials:** 20 8x10 sheets of paper and masking tape
Start and finish boundary markers
Squeaker toy
A map of the "safe" specified route
- Objective:** To transport the entire team across the quicksand swamp using only the "safe" grass clumps in a specific order to cross the swamp. "Swampy" (squeaker toy) will confirm the "safe" island pattern as you take each step. The team member must return to the back end of the team if they step on an "unsafe" island. Team members must rotate turns attempting to discover the safe route across the swamp. There are exactly "14 " mandatory safe steps to cross the swamp. Only one person may be crossing the swamp at any one time.
- Safety:** A pretty safe initiative, but be alert.
- Variations:**
- Do this activity without voice communication, no talking!
 - Team members must all stay on the final safe island until all team members cross the swamp.
 - Alter the safe clumps/route in some specific pattern (really devious!)
 - Allow more than one person crossing the swamp at any one time, probably need a separate squeaker and facilitator for each crosser.



Reference: Fark, J. (1994) Swamp island maze. Team challenge: Introduction to low initiatives training. (Available from Ohio State University Leadership Center, 109 Agricultural Administration Building, 2120 Fyffe Road, Columbus, OH 43210)