



Activity: **Spider's Web**

Overview

Spider's Web is an excellent, but more advanced activity. It requires your group to work at a slightly higher level of cooperation. Team members work to pass themselves or one another through a spider's web made of masking tape. Everyone must pass through and make it to the other side safely, without disturbing the web. We recommend that you try some of the other activities on the CD-ROM such as *First Impressions*, and *Mountain Rescue* before moving to this activity.

Set Up

Props

- 1 Large roll of masking tape

Set Up

Find a large hallway or doorway and create the web as shown in the video. The top of the web should be no higher than 6' and the bottom should be approximately 18" from the ground.

Instructions

The goal for your team is to try to get everyone through the web to the other side. Team members must be passed or step through the spaces in the web without touching it. The holes close once they have been used. However, two participants may be passed through each hole as long as they stay in constant contact. Depending on your group size, you may allow three group members through each hole. During the activity, participants may go under the web, but never over it. If a person touches the web during transit they must return and be revived by everyone surrounding them, jumping and chanting "You're OK!" This secret chant may be used three times, only.

Everyone must help spot each time someone is lifted off the ground, including one person spotting just the head and neck of the lifted participant.

The team has 15 to 20 minutes to accomplish this task.

Sample Story Line

"Your team of eco racers has survived eight grueling days in the Australian Outback. You have moved across terrain that is home to some of the most dangerous animals and insects on the planet. Your bodies are beaten and tired, but you press on for the glory of the finish. On your final day across the harsh landscape, you encounter the web of a giant spider, until now only known in myth and legend. You've heard the stories, but you didn't believe them. Turning around and running would do no good, as the spider has already sensed your approach. You know there is only one way to go, right through the giant trap."

"Your team must pass or step through the heart of the spider web without disturbing it in any way. The spider's keen sense of touch will know if it has been moved. You know from legend that the holes in the web secrete a substance that closes them to further traffic after something has gone through, however, you can trick the spider by putting two people through at a time, as long as they stay connected in some way. You want to stay as far from the spider as possible, so going over the web is not an option. You may go under it as if it was a hole. If you are unlucky enough to touch the web, all is not lost. If you were moving through the hole, you must be safely brought back, surrounded, and revived from the poisonous grips by teammates jumping around you shouting 'you're OK!' You may only use this antidote 3 times before all is truly lost."

Be very clear about safety and insist that they take this seriously. Spotting and proper lifting are key to a safe environment. Make sure your group can handle this level of challenge.

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Variations

To increase safety and provide a great variation for a larger group, you can start with two teams on both sides of the web and ask them to trade sides. Teams may help each other when passing. This guarantees that you'll always have enough people on each side for passing.

Safety

Practice appropriate spotting techniques. Make sure that everyone is involved when someone is being lifted off the ground, and appoint one person to focus on spotting the head and neck of the lifted participant. It is very important that any lifted participant say that they choose to be lifted. Also, only allow lifting when you feel that there are enough people on both sides to do so safely. You are a great spotter. Get in and be part of the team.

Reflection

Ask questions based upon what happened during the activity. Here are some questions to get you started.

Discover: "How did you feel when you stepped, or were passed, through the web? How did you feel passing your teammates through the web?"

Connect: "When do you have to depend on your team completely? When do you find your teammates fully dependent on you? How do you show your support? How do you know you are being supported?"

Create: "In which areas can we demonstrate more support for one another? What would it look like to have that level of support? How will you show your team that you support them the next time a tough challenge comes your way?"