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Ropes Course Management  
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## Initiative Lesson Plan

Title-  
Mine Field

Goals-  
To provide students with a game that creates communication and trust between group members. Every student should feel accomplishment and satisfaction upon completion.

Objectives-

- a. Students will communicate throughout the activity.
- b. Students will develop trust with group members.

Audience Identified-

- a. College Students
- b. Undergraduates
- c. Ropes Course Management Class

Duration-  
10-15 minutes

Location-  
Woodland Hills Low Ropes Course

Content and Methods-

- a. Organize group into a complete circle to begin instructions. Introduce the game "Mine Field" by saying that there are items randomly placed in this open area. These items represent mines. Students need to make it from one end of the course to the other without hitting the mines or fellow classmates. Tell the students that they will be working with a partner. At this point the instructor will assign partners. This way it will be a random assortment. Give the students a moment to introduce themselves. Now have each group pick one partner who will be the one that walks the course with their eyes closed. The other partner will be able to see and will verbally communicate instructions/directions to help their partner through the "mine field" (hopefully successfully). Give the students a moment to talk about how they are going to go about this mission, because remember there are going to be other pairs talking at the same time, i.e. verbal commands.
- b. If the student or partner that is walking the course runs into a mine or other students then they need to open their eyes and walk back to the starting point and try again. Tell students to be encouraging. Once the first group of close-eyed

- mine walkers complete the course, or time runs out, it is the next group members' turn.
- c. Once everyone has completed the course it is time to regroup and analyze the experience. This will be done through questions. (Found in the evaluation portion of this lesson plan.)

#### Management and Safety-

- a. Do to the age and maturity of this group it should not be hard for them to complete this activity and follow the rules.
- b. Instructors will be floating amongst the group to supervise the activity.
- c. Warn the group that there are risks involved with this activity.
- d. Check the area that the initiative will be played in and remove any hazardous objects.
- e. Pick items (mines) that are appropriate and safe.

#### Equipment-

Items for mines  
First Aid Kit

#### Foul Weather Alternative-

This game can be played in most outdoor weather conditions. This game could also be played indoors.

#### Evaluation-

- a. If partners are communicating throughout the initiative objective one has been met.
- b. Ask students how they felt when they could not see out on the course.
- c. Did you feel confident in your partner's directions?

#### Follow Up-

- a. The size of the course could be made larger.
- b. Make this into a competition as the group dynamics allow.
- c. You could add touch as an element as the group become more comfortable.

#### References-

Rohnke, Karl. "Silver Bullets: a guide to initiative problems, adventure games, stunts, and trust activities." Kendall/Hunt Pub. Co. 1984.