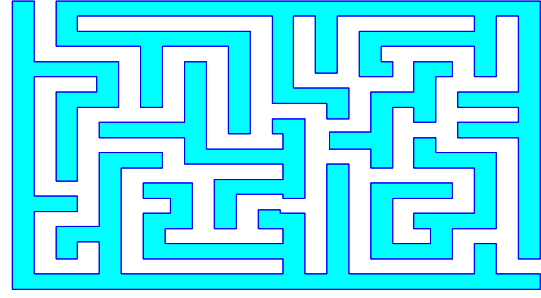


The Maze Game



Overview :

A team game designed to test the capacity of teams to work towards a common objective. The team's task is to find the correct path through the Maze by trial and error and get the whole team through in the fastest time possible. Participants cannot talk during the game.

Sequencing :

Any time it is necessary to demonstrate importance of team work and assisting the team member "on task". When the benefits of learning from experience and being in action need to be shown. Good as a major game in a session, especially one that demonstrates how to achieve exceptional team results or build a championship team.

Potential :

This game has the potential to:

- build team spirit and cooperation
- show how people learn from mistakes
- show the need to make rapid correction
- emphasise the benefit of multiple strategies
- demonstrate how action beats inaction
- show the need to support team members who are "on task"
- encourage lateral thinking
- show the benefit of preplanning
- demonstrate how to achieve exceptional team results

Participants:

5 to 20 per maze

Timing:

Time to play: 15 minutes approx.
Time to debrief: 15 minutes

Ratings:



Teamwork



Fun



Problem Solving



Competitive



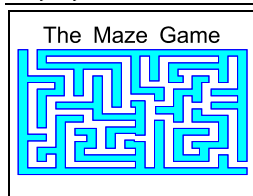
Minutes



Indoors



Outdoors



Comments:

“A great game to get a team to collaborate towards a common goal and to demonstrate learning from mistakes”

John Radclyffe, Trainer

Logistics:

Essential:	Optional:
Materials: Masking tape for the mazes (indoors). Nylon Guide Rope (outdoors) Copy of the maze for each facilitator. Rules Sheets - 1 for every 3 - 4 participants .	Music: <i>"Coming Out of the Dark"</i> Gloria Estephan or <i>"Help"</i> Beatles or similar
Props: Stop watch per maze One chair per maze, Optional bike horn or whistle	Assistants: One facilitator per maze Optional spotter per team
Set-up: Mark out the outline of the mazes using masking tape as per the maze sheets, leaving each square blank. (Form a grid of 8 squares by 6 squares) Photocopy Rules Sheets for participants and Mazes for facilitators/observers. Create teams of from 5 to 20. Give each team three minutes to develop a strategy to complete the maze.	

Script:

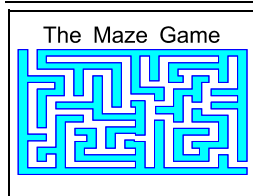
Introduction:

Split participants into teams (teams of 5 - 20). Hand out rules.

This is a team problem solving game.

It focuses on your ability to complete a task together in the shortest possible time.

The task is to find the correct path through the Maze and get the whole team through in the shortest possible time. The way this works is simple.



Demonstrate the game rules by stepping on the maze (use assistant if possible)

If you step on a correct square, then you will hear nothing.

If you step on an incorrect square I will make a buzzing sound. Buzzzzzzzz! (or use bike horn or whistle)

You must then retrace your steps by the correct route to the beginning.

Then someone else must attempt to find their way through.

When the game starts, there must be no talking until all team members have completed.

This is a team race against the clock.

Allow teams to discuss their strategy for three minutes. After this time they are not permitted any further talking.

You have three minutes as a team to develop a strategy to complete the maze in the shortest possible time. After that time there is to be no talking.

Only one person can be on the maze at any time until at least one of your team has successfully completed the maze.

Any team marking the squares (a la Hansel & Gretel) will be disqualified.

Is everyone clear on how it works?

After 3 minutes call stop

Stop. Wherever you are at please stop.

Move to the maze. No more talking.

Main Activity:

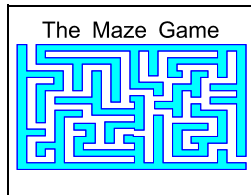
Start the game

Your time starts now. Go! And no talking!

Remember, only one team member on the maze at a time. No talking. Watch carefully and make a buzzing sound (or use whistle) when any of the participants steps on an incorrect square. Ensure everyone has a go on the maze. Keep your copy of the maze away from the eyes of the team. Time each team on the stop watch.

Call a halt when all teams have completed the maze. Congratulate teams.

Well done. In a time of Good job. Everyone back to your seats.



Debrief

Debrief the game

Please complete your debrief sheets headed "Maze Game"

Talk participants through the questions on the debrief sheet

Debriefing:

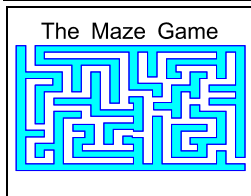
- Get participants to record their individual experiences on the participant debrief sheet.
- Get participants to discuss the results on their team.
 - *Please discuss your results on your team:*
 - *What worked for you and your team?*
 - *What didn't work for you and your team?*
 - *What could you do differently to improve your time in the game?*
 - *What can you learn that is relevant to the workplace?*
- Debrief for the whole group.
 - *What worked for you and your team?* (Planning. Multiple strategies. A map. Pointing. Nothing)
 - *What didn't work for you and your team?* (Couldn't read a map. Not helping the person on the maze. Making the same mistake. Not learning from others.)
 - *What could you do differently to improve your time in the game?* (Make mistakes quickly and correct quickly. Help the person on task. Have multiple strategies - map, pointing, people down both sides, a predetermined order etc.)
 - *What can you learn that is relevant to the workplace?* (Draw out and flipchart to include: When faced with something new its okay to make mistakes. Humans learn by making mistakes ... its about learning from them, not repeating them and correcting quickly. Support the person on task for the team. Encouragement improves performance. Criticism can slow things down. Instead of criticising a mistake say "Great we have just found another way that doesn't work" etc.)
- Additional debrief points can include:
 - *How well did you use your planning time?*
 - *How did you arrive at your strategy?*
 - *Did one person dominate or did you have consensus?*
 - *What did it feel like to make mistakes?*

Source

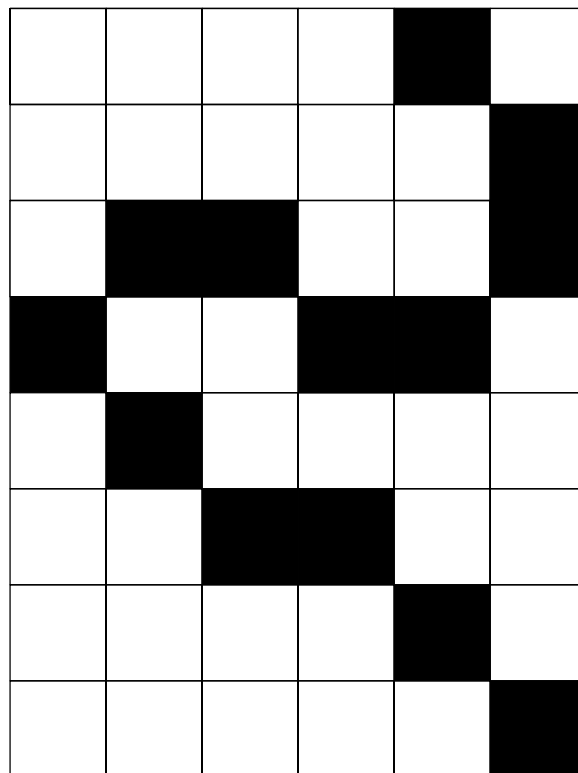
WorldGAMES 1998.

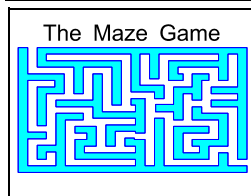
Trainers Note:

The most common barriers to performance in this game include: not helping the person on the maze; relying on a map which works for visual people but not for others; fear of making a mistake; not changing a strategy that does not work. Please feedback new variations, solutions, outcomes and debriefing points for WorldGAMES to update and circulate.



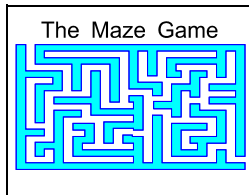
Maze A





The Maze Game Lite Rules

1. Your team is allowed three minutes to discuss your strategy after which you are not allowed to talk at all until the game is completed.
2. The aim of the game is for all team members to complete the maze by stepping on the correct squares.
3. Step on an incorrect square and you must retrace your steps and exit the maze the same way you entered it.
4. Only one person can be on the maze at any time until at least one person has successfully completed the maze.
5. Any team marking the squares (a la Hansel & Gretel) will be disqualified.
6. Everyone must participate.
7. You are totally responsible for your own safety and play at your own risk. Unsafe play or sabotage of any kind will result in team disqualification.



Debrief Sheet

1. What did you contribute to your team's result?

2. What worked for you and your team?

3. What didn't work for you and your team?

4. How did it feel to be on the maze?

5. What can you learn?

6. What could you do differently that would improve your team's time?