

Company



GET LEARNING



15 MINUTES



IN THE
CUPBOARD

A DICEY CHALLENGE



AIM

Complete an obstacle course as a team, however the conditions of the course are set by the roll of a dice. What will you and your team have to overcome on this 'Dicey Challenge'?

WHAT YOU'LL NEED

- > Obstacles
- > A Dice

GET LEARNING: A DICEY CHALLENGE

THEME: PROBLEM SOLVING



LEADER PREPARATION

A leader will need to gather some obstacles and create an obstacle course.



GETTING INTO THE ACTIVITY

- 1** Create an obstacle course. This might involve climbing over / under obstacles, carrying objects, using stepping stones, climbing through things and so on. Try not to make the obstacles too difficult, as the conditions set by the dice will present young people with additional challenges.
- 2** Split into two or more teams. Explain that they will shortly be completing the obstacle course as a team. Their challenge is to complete the course in the quickest time and as a team (i.e. all together).
- 3** Each person will have an individual condition placed on their participation. Each person will roll a dice to decide what this will be. The numbers on the dice signify an ability that they will lack whilst completing the course.
- 4** Once everyone has rolled the dice let the teams take on the obstacle course. This could be done at the same time or one team at a time. The team that completes the obstacle course in the quickest time is the winner.
- 5** Afterwards have a discussion. Ask what they found challenging, how they overcome the difficulties, what went well, what didn't go well, what they would change if they did it again?
- 6** If you have time, complete the challenge again either with the same obstacles or with new ones. Get everyone to roll the dice again to set new conditions for their participation. Can they

CHALLENGE CONDITIONS

- 1** = Not able to speak
- 2** = Not able to see
- 3** = Not able to use their legs
- 4** = Not able to use their arms
- 5** = Must complete the course backwards
- 6** = Can complete the course without any conditions set on them



IDEAS TO TAKE THIS FURTHER...

Introduce a second dice that changes the course itself. This might take away an obstacle, add a new one, add 30 seconds to the team's time and so on.



KEEPING EVERYONE SAFE

Obstacles should be safe an appropriate for your space. This challenge may see young people being carried or supported, please make sure everyone is completing the activity safely and sensibly.