

Decision
making

Communication

Title of the game

Minefield

Students guide each other through a 'minefield' using communication skills

Recommended age for this game:

11+

Duration:

25 min



Number of Students:

6+

Game Use:



In the
classroom



Instructions:

In a wide, empty room scatter objects on the floor to create an obstacle course. This is now a 'minefield' and the objects are 'mines'. Select a start and end on either end of the minefield. Students must cross without setting off any mines.

Divide the group into pairs and give each pair a blindfold. One student in each pair will be blindfolded and must rely on their partner to verbally guide them through the minefield from the opposite side of the room. Guiding partners cannot enter the minefield to help.

Once the blindfolded partner manages to cross, they swap. If the blindfolded partner sets off a mine, he/she goes back to the starting point.



Materials:

- Blindfolds
- Objects to act as obstacles



Tips for the game:

- Use flat or stable objects to avoid trips.
- The game can be turned into a competition - the first pair to finish wins or played in groups rather than pairs if played with large numbers.



Reflective questions for students:

- How did it feel to so reliant on another?
- What did you learn about giving clear instructions?