

Get Plugged In

1. *Blind Leading the Blind*

Spatial Requirements: Gym/outdoor space required

Activity Type: Movement/group

Grades: 3-12

Group Size: 8 or more

Time: 10-15 minutes

Introduction: Plugging in requires that we know how to effectively cooperate and communicate with others. It also requires that we know when to listen, when to follow, and when to make a plan and give directions. The object of this activity is to illustrate the importance of these valuable skills.

Materials:

- Enough blindfolds for at least half the class (You may use cheap cotton cloth cut into strips, preferably a black material)

Activity:

Divide the class into two teams. If you have enough blindfolds for everyone, have everyone put on their blindfolds. If there are only enough for half the class, take turns doing this activity. Once everyone is blindfolded, each team must try to organize into a line from shortest to tallest. You can make this a competition to see who finishes first, or give a time limit and see which team has come closest to the goal when the time is up. Note: if there are students who are uncomfortable being blindfolded, they may act as timekeepers or referees.

This activity can be repeated with variations to the criteria, such as organizing from oldest to youngest, alphabetically by first or last name, etc.

Processing the Experience:

- What strategies did you use to organize your team?
- Was it more or less difficult than you thought? What was most difficult?
- Who were good listeners/followers?
- Who was good at making a plan and giving directions?
- How important was communication and cooperation in this activity?
- How important are these skills for plugging in?
- How could plugging in help you win this game?
- In life, when might you need to be a good listener/follower?
- When would it be important to be a leader?