

Over the electric fence - Trust

EXPLANATION:

Can the group keep calm and work together? To complete this task the team members must trust and support each other to get over a mock 'electric fence' without anyone touching it. The clock will be ticking so trust will be crucial because anyone that touches the 'fence' could get 'electrocuted.'



YEAR LEVELS: Years 4–6

STUDENT GROUPING: Small group team work

ACTIVITY LENGTH: 45 mins approx.

LINK TO CURRICULUM:

Health and Physical Education: Sequence of content F–10

Strand: Personal, social and community health

Help-seeking

- Describe and apply strategies that can be used in situations that make them feel uncomfortable or unsafe

Making healthy and safe choices

- Plan and practise strategies to promote health, safety and wellbeing

Identities

- Explore how success, challenge and failure strengthen identities

Interacting with others

- Describe how respect, empathy and valuing diversity can positively influence relationships
- Practise skills to establish and manage relationships

SCOPE OF TASK:

This activity is a well-known team building game. To be successful the team must be able to trust each other to create a strategy and physically support each other to get over the 'electrical fence'.

Prior to the activity beginning set up the mock 'electrical fence'. You will need 2 chairs, rope and pegs. Stretch the rope between the chairs and secure with the pegs – the height of the rope will depend on the size and height of the students participating. The challenge can also be made more difficult by making the "electric fence" higher and therefore can cater for older groups of students.

1. Prior to beginning this activity inform students that to successfully complete the task they must trust each other and work collaboratively together. The object is for the entire team to get over the "electric fence" (the rope) without getting "electrocuted" (touching the rope) and they need to create a strategy to be successful.
2. Share the requirements of the activity:
 - The teacher sets a time limit to complete the activity. For example, 5 mins planning time and 5 mins to physically compete the activity
 - Every team member must cross the fence without touching the fence
 - Only one team member can go over at a time
 - The team needs to decide a plan (strategy) on how to get everyone over the fence. The strategy could include physically assisting each other – but how?
 - No team members can go under the electrical fence
 - Once someone is over the fence they cannot come back around to assist
 - The last person in the team must get over the fence without others assistance therefore who should be the last team member to cross?

Notes:

- There are safety issues the team need to consider – prior to beginning the activity discuss safety considerations and create agreement with students about suitable actions and not safe actions
 - Highlight key issues such as communication, trust, safety awareness, planning, group agreement, teamwork and support
3. Once the groups have completed their planning time bring whole group back together and provide time for each group to get over the 'electric fence' – one group at a time. To decide the winning group, use the timer to determine the fastest group
 4. To conclude this activity, declare the winning team and ask them why they think they were successful:
 - Why do you think you were successful?
 - What strategies did you use?
 - How important was trust in your team?

Ask the other teams:

- What strategies do you think would have assisted your team?
- Do you think your team was built on trust? Why/Why not?
- What could you have done differently?

RESOURCES:

1. Clear space to make mock 'electric fence' indoors or outdoors
2. 2 chairs, rope, pegs
3. Stopwatch or timer

