



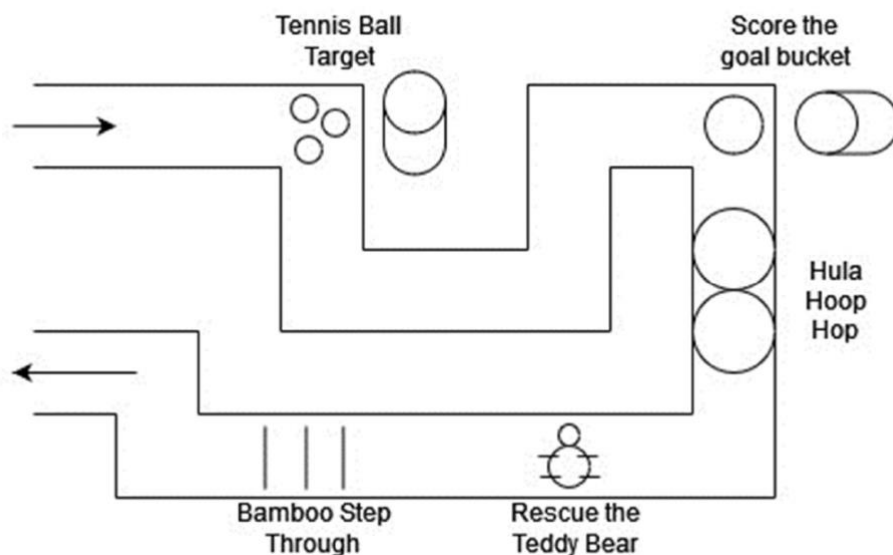
## Blindfold radio maze game

The learning objectives are:

- Good communications!!
- Teamwork
- Radio skills

Teams that communicate clearly and accurately will do best.

Game Requires a good blindfold and 2 x PMR 446 radios, one with a headset and some ropes to make the maze. Lay out a maze or track using ropes. Be as inventive as you like! Here's a quick sketch to help get you started.



3 points for each Challenge successfully completed.

Challenge 1. Get 3 tennis balls on the ground without touching or going outside the rope boundary.

Challenge 2. Drop the tennis balls into the bucket, One point for each ball.

Challenge 3. Get to the football without touching or going outside the rope boundary

Challenge 4. Kick the foot ball into the over turned bucket/trug/bin

Challenge 5. Step over each hoola hoop without touching the hoola hop or going outside the rope boundary

Challenge 6. Pickup the teddy bear

Challenge 7. Step over each bamboo without touching the bamboo hop or going outside the rope boundary

Challenge 8. Get to the finish line without touching or going outside the rope boundary

3 points are llost by stepping outside or touching the ropes).

For added fun award 5 bonus points to the fastest team to complete the course.

*Play in pairs. Player one player is blindfolded and has a radio with a headset or earpiece because they will need the use of both hands*

*Player two must guide Player one through the maze and talk them through the challenges step by step. However, Player two is not allowed to stand close enough to player one that they can hear each other easily.*

*Player two must use the radio to communicate instructions clearly to player one. Points are gained by completing the challenges and staying within the rope path.*

*Player two needs to be able to see player one at all points of the course and should be able to see the entire course without moving if possible. Using brightly coloured ropes can help.*

*Multiple teams can be on the course at once provided radios are set to different channels. Stagger the start of each team by a few minutes so participants can complete the challenges without bunching up, pints could be lost for banging into a player in front.*

*Finally, player two swaps with player one and completes the course under their directions. The game ends when both participants on all teams complete the course.*

*Keeping each player in a pair a sufficient distance apart forces them to use the radio rather than shout instructions which quickly gets chaotic if there are several pairs on the course at once.*

*Game can be played with Beavers, Cubs and Scouts including mixed teams. Obviously, challenges need to be set to suit the sections playing.*