



SPIDER WEB

SPIDER WEB I

CHECK LIST

1. Indoor use with a gym: Take the Spider Web and attach the two black webbing strands and one multi-colored cord to the eye hooks on a set of volleyball poles. They can also be tied to anything you can think of.
Outside use: you can tie directly to trees or poles
2. The materials include: 12 five and one-half foot strands of rope, and 3 fifteen and one-half foot strands of rope. The short strands are designed for vertical tying (see drawing), and the longer strands serve two purposes:
 - a. They can be tied horizontally within the web or from corner to corner.
 - b. They can serve as additional tie-offs from the web to a tree or pole.
(They would be used as the middle section, since the upper and lower sections of the web have black webbing tie-offs permanently attached.)
3. Tie the webbing as securely as possible to reduce slack. We suggest that you always take the time to untie all the ropes before packing the web back into the bag to avoid inevitable entanglement otherwise.
4. The basic instructions are to tie the various strands of rope to the web through the grommet holes. Now tie the strands around a pole or tree, then begin the fine tuning to get everything level. The idea is to create a few more holes than your group will need, and to make the holes large enough for your group to pass members through.
5. We've shown on the adjoining pages examples of possible ways to tie the ropes off to get you started. We encourage your freedom to design your own creation.

GROUP TASK

1. The task for the group is to gather on one side of the web and to pass all of its members to the other side. Spotters should be placed on the other side to assist the first few people through.
2. You can place a bell on the web, and if the bell rings during the activity, the group must start again.

STORY LINE

The group has become lost in the jungle, and has found itself in the middle of a giant spider web. The web is, of course, lethal.

LEADERSHIP STEPS/SAFETY CONCERNS

1. The group will discuss the task and explain its plan to the leader before attempting the task.
2. Spotting should be re-emphasized (use the “spotters ready” sequence), and the two groups will identify people to spot specific areas of the person’s body. The participant’s head/neck/spine area should be supported and protected at all times.
3. Participants are not allowed to go over the top of the web.
4. Do not allow participants to jump/dive through the web.
5. If someone touches the web or puts his/her hand through a space (breaking the plane), that space cannot be used.
6. The participant being passed through the web should have his/her head above his/her feet at all times.
7. No one should be excessively pushed or pulled through the web.
8. The participant is not safe and spotting does not cease until the participant has both feet safely on the ground.
9. It is suggested that there be at least 8 to 10 participants when conducting this initiative, to ensure adequate spotting.

VARIATIONS

1. For two separate groups: Position the groups on opposite sides of the web. The task is to pass each group member from one side of the spider web, through the spaces in the web, to the opposite side. The passes will alternate, with a person being passed from one side and then the other to ensure an adequate number of people on each side for spotting.
2. Leader can direct that once a hole is used (i.e., by passing someone through), that hole cannot be used again to pass someone through from that side of the web and/or the other side of the web.

3. If someone touches any part of the web during the planning or while being passed through, he/she must begin again, and/or the entire group must begin again.
4. Utilize blindfolds to tie across some of the holes so the group is not able to use these.
5. Make one or more of the group members mute.
6. If a hole has already been used, the group may decide to send a person back through it to re-open it for a different person to go through. The participant that came back still needs to go through to the other side.

DEBRIEFING TOPICS

1. Ability to deal with frustration (especially for impulsive groups).
2. Body image and body size.
3. Acceptance of physical support.

DEBRIEFING QUESTIONS

1. What was initially discussed? Who led the discussion?
2. Did the group have to make “split decisions”? What are the consequences of making quick decisions?
3. Did the group discuss safety precautions? What were they?
4. What was the sequence of people going through the web? Did the sequence work? Did anyone feel uncomfortable going through the hole selected (too high, too small, too large)?
5. Close your eyes and think of this activity. You are now back home, in school, at work, etc. What is **your** spider web?

SPIDER WEB II

CHECK LIST

Same as Spider Web I

GROUP TASK

The group positions itself on one side of the web. The group's goal is to accumulate points using the following standards:

1. The group receives 1 point for each person who does not touch the web. (Note: Spider Web II requires larger spaces.)
2. The group is responsible for monitoring touches.
3. The points are cumulative. However, should a person touch the web, all previously earned points are lost.
4. The group is told that they will also receive an opportunity to have a second round. However, if the group accumulated, for example, 6 points during Round 1, and decide to go for more points in Round 2, and a person touches the web, then **all** earned points in both rounds are lost.
5. The group has ten minutes to plan and experiment (R&D).
6. A spokesperson must be appointed by the group. He/she must explain to the facilitator the group's goals.

LEADERSHIP STEPS/SAFETY CONCERNS

See Spider Web I

DEBRIEFING TOPICS

1. Goal-setting and attainment of goals.
2. Quality vs. quantity