



Electric fence

Title of activity	Electric fence
Theme	Team-building.
Learning goals	In addition to the purely playful dimension, which is also useful for team-building, the activity stimulates problemsolving skills and requires the participants to work together to develop and implement strategies to achieve a shared goal.
Target audience	Group size 10-30 (no specific age or skills required).
Type of activity	Exercise.
Keywords	Cooperation, problem-solving, leadership, inclusion, communication issues
Step-by-step	 Before starting the activity, the trainer writes on the flipchart "Challenge by choice" and explains to the participants that there is no obligation to take part in the challenge and that everyone has the right to decide whether to challenge themselves or not. A piece of rope is introduced as an "electric fence" and placed at approximately 1m above the ground. All participants have to pass over the rope without touching it, BUT they have to maintain contact with each other at all times until everyone passes from one side of the "fence" to the other. The group can test different ideas within the rules of the game and choose one to perform within a time limit. If one member of the group touches the rope or loses contact with the other, the group must start again.





	 Debriefing Firstly, all participants are asked to share their experience of the exercise. Next, we evaluate the exercise briefly by asking for a range of impressions about what has been learnt, and how it can be used in the everyday youth-work contexts that the participants are involved in.
Venue	Meeting room or outdoor space.
Materials required	Piece of rope, cushions/gym mats.
Duration	40 min.
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