

CHRISTMAS REINDEER SHUFFLE

OBJECTIVE

For all team members to move positions on the line of squares so that everyone has moved from one end of the line to the other and are now facing away from the vacant middle square.

HOW IT WORKS

1. Ask all participants to stand on a square each and leave the middle one blank (any extra people stand back and help from the side). Get everyone to face in towards the middle vacant square.
2. A person may move onto a square that is vacant directly in front of them.
3. A person may move onto a square that is vacant directly behind a person who is facing you. (this means you can only go around someone if they are facing you and there is a square directly vacant behind that person)
4. Only one move can be made at a time.
5. Only one person can occupy a square at any time.
6. You can't move backwards. If you get tangled up you must start again.
7. You cannot turn around and face the other way.
8. Participants are allowed to leave their squares to plan or observe.

AND THE WINNER IS...

The first team to successfully complete the task will win.

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EQUIPMENT

- 1 x Rubber mat per person (plus spares)
- 1 x Rubber mat per team which is a different colour (Middle Square)
- 1 x Instruction sheet per team (If required, verbal brief is preferred)

SET IT UP

- Set up a straight line of rubber squares per team so there is one for each team member plus one vacant square in the middle.
- The line of squares must be even on each side so where you have an odd number of team members, the team can nominate one person to help from the sidelines. You can have as many people either side of the middle square as long as the numbers are the same (i.e 10 squares on one side means you need 10 squares on the other side)

STARTING POSITIONS



END GOAL



VARIATIONS

- Instead of using team members on rubber squares, this activity can be delivered with toy reindeer and small Santa sleigh cards.
- To make this activity easier; just ask teams to move 6 team members in total (3 each side). From there increase the numbers to make it harder and see if they have learned from the experience.