

# **Educator Guide**

## **The Secret Path Team Builder**



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**Overview:** Students will participate in a team challenge that requires them to work together, problem solve, and communicate to complete The Secret Path.

### Envision Platform Alignment:

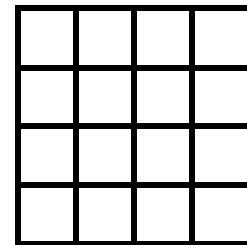
- Envision Education Platform
  - Dimension 1: Core Skills – Standard 1A, Communication; 1B, Collaboration; 1D, Critical Thinking
  - Dimension 2: Cognitive Strategies – Standard 2A, Problem Solving

### Expected Outcomes & Desired Results:

1. Students will work together to complete a challenge.
2. Students will demonstrate how to use nonverbal communication skills with a team.
3. Students will analyze their leadership skills.

### Facilitating the Team Builder:

- Prior to students arriving create a 4'x4' grid using painter's tape on the floor.
- Write the Rules & Procedures on the board
- Choose the level of the challenge appropriate for your class



**START**

1. Introduce the team builder to your students. They will participate in a team builder called “The Secret Path.” The grid represents a bridge everyone must cross; however, the steps on the bridge are invisible. Throughout this activity they are going to work together to complete the challenge.
2. Review the “Secret Path Game Rules and Procedures”.
  - a. **No talking or writing allowed**
  - b. **Everyone must cross the bridge before the team is finished**
  - c. **Only one person in the Path at a time**
  - d. **You can move one square in any direction. Both feet must be in the square at all times.**
  - e. **You continue moving through the path until you step on a wrong square.**

- f. **If you hear a “beep” your team has broken one of the rules, ten seconds will be added to each infraction**
- g. **Time will end when the last person has crossed the bridge**
3. After discussing the rules, answer any questions. Follow the **Secret Path Answer Key** handout to determine which route the class will take first. Students will guess which square to step in and if it is correct, then guess which the next step will be until they have figured out the path. If the student chooses the wrong square it is the next student’s turn to go. They can work together to figure out the path, but must not talk. Once they have figured out the correct path, all students need to get across using the correct path. If a student steps in the wrong square, all must start again.
4. Give the class one minute to strategize verbally before the activity begins. When everyone is ready, say “Go” and begin timing. **\*As students make their way across the path, use a “thumbs up” or “thumbs down” to silently indicate if their choice was correct!\*** Remember to “beep” if one of the rules are broken; record the infractions using tally marks on the **Secret Path Answer Key** handout.
5. While students are completing this activity note any observations of behavior or leadership traits you see in your students.
6. When the last person has exited the maze, stop timing and add ten seconds to the final time for any tally marks. Congratulate then on their teamwork and ask the following debrief questions.
- *What are some teamwork skills you used to help your group navigate the path?*
  - *How did you know which square to step into when you entered the Path?*
  - *Why was it important that team members make mistakes during this game?*
  - *Who emerged as a leader of the group? How did they become the leader?*
  - *What challenges did the group face?*
  - *How can you apply what you’ve learned from this activity to a different problem?*
7. Depending on time and group challenge them to another try at a harder grid and have them use something they’ve learned from the debrief discussion.

**To make this activity more challenging for the students, impose a time limit, blindfold students, or add more squares to the grid.**

## “The Secret Path” Answer Key

Start with the easier paths and increase the difficulty if time permits to repeat.

