

# **WIDE GAME – TOGETHER WE CAN**

(From: *Walk a Mile in another Girl's Shoes*. Girl Guides Victoria, 1991)

This is a game of cooperation. No one is competing against the clock or another person. You “win” only if all of you succeed. The activities represent some of the experiences that a disabled person encounters.

Read “Together We Can” and then proceed to the various stations.

## **STATION: 1 – THE CHASM**

Equipment: A wheelchair, chair on casters (office chair) or skate board  
Coloured electrical tape

Directions: Mark tracks on the floor the width of the chair wheels. The girls take turns steering or sliding the chair or skate board along the tracks.  
Don't slip off the bridge!

## **STATION: 2 – THE SILENT FOREST**

Equipment: Silent Forest messages (printed on card)

Directions: Girls sit in a circle with eyes closed. The first person in the circle opens her eyes and reads a message. She taps the second person who then opens her eyes. The first girl conveys the message to the second girl by gesturing, mime and finger spelling but cannot write or make any sound. The second girl then awakens the next girl and silently gives the message. Continue until every girl has the message. Compare the final version with the original message.

## **STATION: 3 – THE HUNGRY MUD**

Equipment: String / rope and “obstacles”

Directions: Create a maze with a clear path running through it. Arrange chairs, furniture etc to create the maze. Tie string / rope along the edges of the path to define it. Divide the girls into pairs. Each girl should try to walk through the quicksand maze while blindfolded. Her partner gives instructions – “turn right”, “go straight for three steps”, “stop!” etc.

## **STATION: 4 – THE STONE TABLET**

**Equipment:** A smooth copy of the Braille alphabet. Secret messages in Braille on card cut into the separate words.

**Directions:** Have several copies of the Braille alphabet for everyone to see. Give each girl at least one word to decipher. The girls must then put the words into the correct sequence to read the message.

### **Solutions to Braille Coded Messages**

#### **Message: 1**

Beware do not say the word “tooth” in this strange forest, it angers the walrus!

#### **Message: 2**

All sing one verse of “Heads and Shoulders, Knees and Toes” to scare the dinosaurs far away.

## **EVALUATION / DEBRIEF**

Ask how difficult or easy they found each task.

Was it the same for everyone?

Discuss how having a disability might limit what a person can do.

How can people overcome these limitations?

Ask for suggestions on other activities that could be included in the game next time.

## WIDE GAME - TOGETHER WE CAN!

You and a few friends took the wrong turn in the path. Your small but brave group now finds itself in a most dangerous country!

Mammoth plants block the path. Occasionally you see the flashing eyes of fierce animals peering at you from the tree tops. Strange, eerie noises echo around you.

It will take the courage of ALL of you to reach safety. You must guide your friends through this dark, frightening land. They cannot make it without your help. You cannot make it alone - you need your friends!  
Only together can you escape!

## THE CHASAM

There is a narrow log bridge ahead. It swings and sways over a deep gorge. If you peer down to the bottom, you will see huge and hungry crocodiles.

You must cross in the special "Canyon Cruiser".

Guide it carefully.. too much to the left or right and...!!!!

The bridge at best will hold only one person at a time but your friends may shout out directions, encouragement and warnings.

# **THE SILENT FOREST**

**Giant monsters lie sleeping just centimetres from your group.**

**The faintest whisper could startle them into action, yet you must communicate vital information to your fellow travellers.**

**Be dramatic and communicate without sound.**

**Let sleeping monsters lie!**

# THE HUNGRY MOD

Ahead lays a narrow, twisty path over marshy quicksand.

One wrong step and you will slip into the ravenous earth!

A thick fog masks the path; you cannot see even a footstep ahead. You must follow your friends' directions exactly!

Keep your courage, solid land lies ahead.

# THE STONE TABLET

You discover a rock with a code carved in it.

Next to it is another rock tablet that has been broken into many pieces. You believe it is the key to your future and that of your friends!

Figure out each word and put them together to find your message!

Beware... the creatures within the forest are aware of your presence and are angry!  
Take care they don't hear you!

# **POSSIBLE MESSAGES FOR SILENT FOREST**

**Bananas are up in the tree**

**There is a monster flapping his wings over there**

**Run for the tallest tree**

**Tie the monster to the tree**

**Follow me to the lake**

**Hide behind that rock**

**Catch a fish for breakfast**

**Swim across the lake**

**Build a big fire**