

BLIND ACTIVITY BOX

INSTRUCTION SHEET

ITINERARY

Within this box you will find:

- 12 Blacked out goggles

Please return the box and its contents in the same condition you found it, such that the next group can have the same amount of enjoyment using it.

If there is anything missing please notify the Warden so the box can be replenished.

INSTRUCTIONS

There are three activities you can run.

MARCHING

Get the participants to line up all facing the same direction in a grid pattern, wearing their goggles. Shout instructions such as turn left, turn right, take two paces for forward etc... Then get the participants to take off their goggles and see if they are still in the same formation they started in.

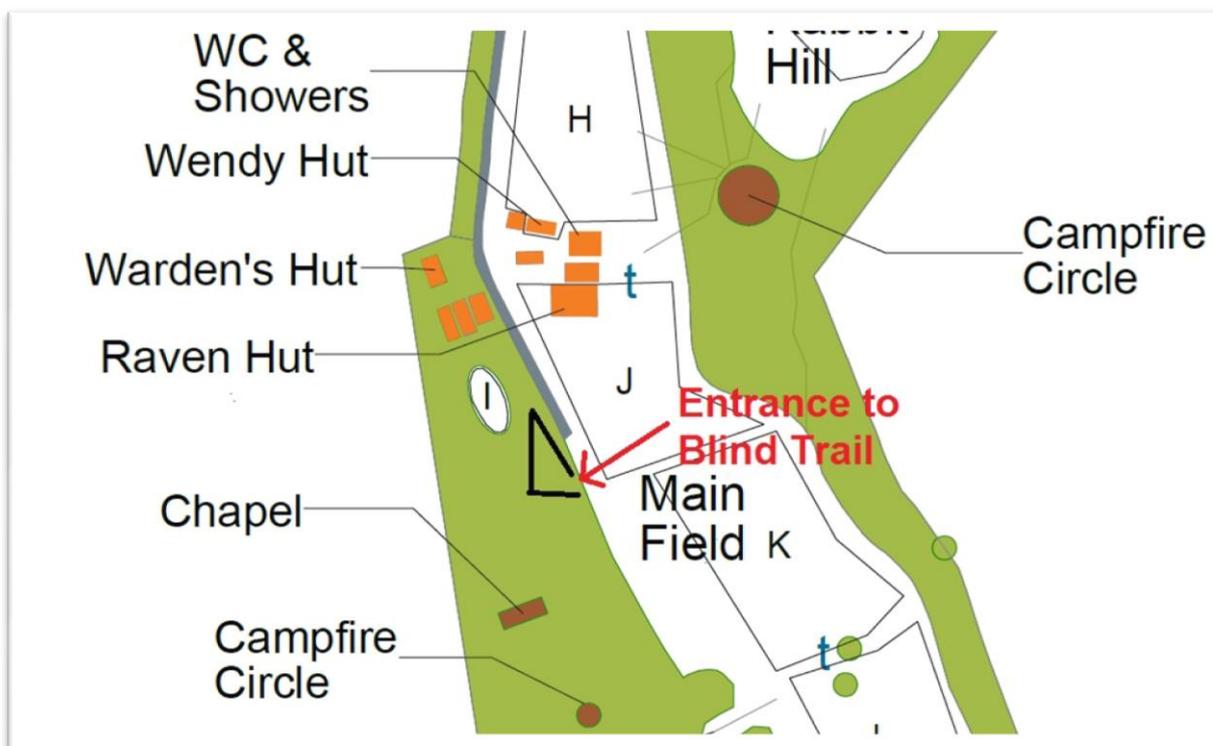
LOST SHEEP

In an open area build a small sheep pen and a few obstacles. Get one of the participants to wear a pair of goggles and act as a sheep obeying commands such as turn left, turn right or two paces forward. Then get another participant to shout out these commands to navigate the sheep around the obstacles and into the sheep pen.

For a variation, to this game change the rules such that common words like left and right are replaced with noises or sounds. Get the group to agree the sounds for the commands in advance.

NIGHT LINE OR BLIND TRAIL

The entrance to the Blind Trail can be found on the right past Scarlet Wood just past Raven Hut.



Line all the participants up outside the entrance to the blind trail and get them to put their goggles on, holding the shoulders of the person in front of them. Lead the first person gently into the blind trail area. Let the participants follow the rope along the entire course.

Encourage the people in front to pass on warnings of what is about to happen to the person behind.

For extra fun, spray the participants with water or drop leaves on their heads.

Don't forget to do the course in reverse.