

# Labyrinth



Grahame Knox

## Labyrinth

Team building games help young people develop a range of skills to do with cooperation, problem solving, decision-making and leadership. They can be great fun, and beyond the more general learning goals, they can also be a useful entry point to teaching themes i.e. working together (the church), making choices (guidance), and trusting others (faith).

The aim of Labyrinth is for your group to work together to all find their way through the maze. There is only one correct path through the maze (created by you on your answer grid.) The path can go left, right, forward, or diagonally.

Create a 10x10 grid on the floor using masking tape. Mark the starting square with an 'S.' Each square needs to be big enough for a person to stand within it. If you wish to use a smaller grid, 5x5 is good option for younger groups.

Only one young person may enter the labyrinth at a time, testing each square to discover the correct path. After each move the game leader (you) indicates if they are standing on the correct path or have made an incorrect move.

With a correct move the participant can continue. However, with an incorrect move they have to return to the beginning of the labyrinth and cannot go again until all the other team members have taken their turn.

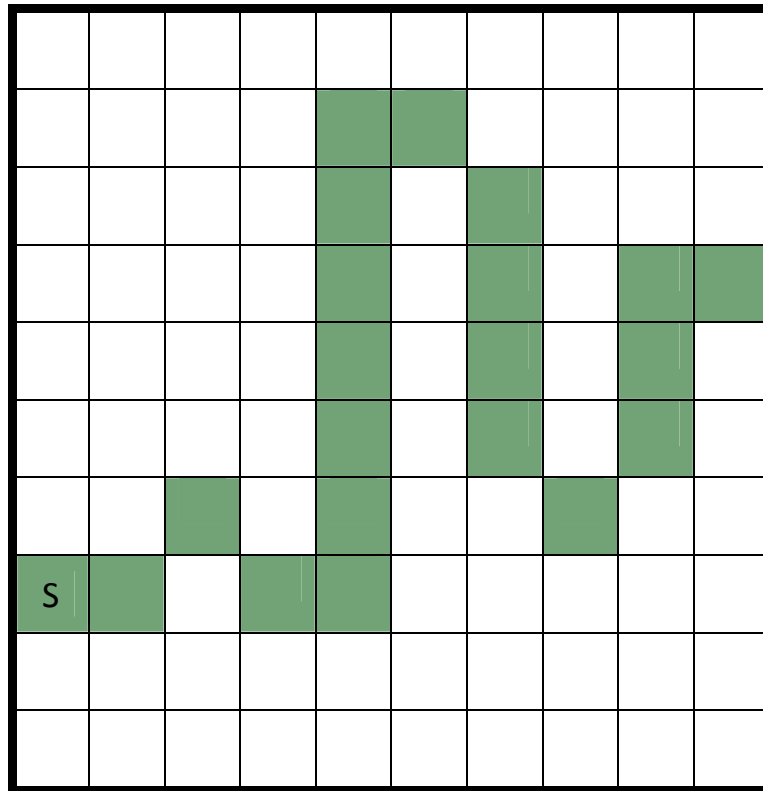
The group cannot use any external items i.e. coins, sweets or breadcrumbs 😊 to mark the correct path. Good communication, listening skills, cooperation and organization between the group are required to complete the labyrinth.

## Reflection

- What did it feel like to be in the maze?
- How did you determine the correct path?
- What strategies did the group use to remember it?
- How was the level of support from the group?
- What would you do better a second time?



## Example answer grid



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