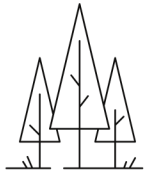


# Traffic Jam



## No Child Left Inside Activities | Bryn Lottig

A cooperative problem-solver that helps with team building

### PREP:

Prepare a play space - you can use stumps, polypots, hula hoops, or another type of place marker set up along a straight line. {\*option to make a V with the open space at the apex, this allows all participants to see better}  
\* Keep teams < 4, as the number of required moves increases exponentially for larger groups.

### Step-by-Step Instructions for PLAY:

Two teams of players, facing each other and standing they assigned 'spots' must change places with the other team, governed by the specific rules listed below.

**Level 1,** invite participants to learn the rules of the game by trial and error. In other words, allow them to try things and discover which moves are allowable and which are not.

**Level 2:** invite participants to complete the activity without talking.

#### Rules:

- Any participant can move forward onto an empty spot, or 'leap-frog' a member of the other team onto an empty spot.
- Teams will alternate turns.
- Team members cannot leap a member of their own team, and no participant can move backwards at any time.
- If the entire group encounters a configuration from which they cannot move forward (i.e., they become locked), they must return to the starting position and try again.

### Reflect:

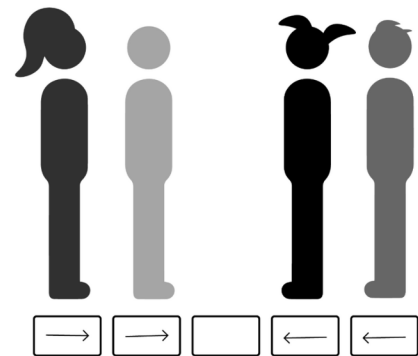
- How did you communicate?
- Which level was the most difficult to solve?

### Connect:

- Where you thinking about your own moves or your whole team's?
- How did that work?

### Grow:

- How can you use these methods of communication to work as a team going forward?
- What is something you learned during this activity that you can use in "real life"?



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