**Ships & Icebergs**

**The Scene:** Have you ever heard of a ship called Titanic? This is your groups chance to reenact the journey of the Titanic through a sea of obstacles. It’s a dark, stormy night and your ship is out at sea. The captain has gone ahead to explore the murky waters for danger. However, when radioing his/her directions back to the ship the radio signal becomes interrupted by competing radio chit chat from neighboring ships. Will your group’s ship make it to the harbor?

**Purpose:** Show importance of communication and how competing voices can distract the team.

**Time**: 20 minutes

**Supplies:**

* Blindfolds
* Masking tape

**Directions:**

* Using the tape mark a starting line and a finish line on opposite sides of the room.
* Choose 2 people to be the “ships”
* Then choose one person to be the captain of each ship
* Finally choose 4 others to be “conflicting radio signals”
* Have the captains blindfold their “ships”
* All other group members sit, kneel, lie, or stand in the area between the start and finish
	+ These people are the **silent**” obstacles on our ship’s journey through the dark night.
	+ Have them spread out in random places between the lines.
* Have the captain lead the blindfolded ship to the start line (without talking)
* Then each captain and the “conflicting radio signals” will silently take their places at the finish line.
	+ These players must stay behind the finish line at all times
* Then the journey begins and the captain, ship, and conflicting radio signals start talking.
* The captain is trying to direct his/her ship through the maze of icebergs. Meanwhile the conflicting radio signals are doing all they can to prevent this from happening (giving wrong directions, humming, they can give correct advice and then change to wrong advice sporadically, whatever it may be their mission is to distract the ship).
* The ship that reaches the harbor (the finish line first) without hitting an obstacle wins. If the ship hits an obstacle it must start over at the start line. (Have the person playing the hit obstacle lead the blindfolded ship back to the finish line and then resume a different position as another iceberg the ship shouldn’t remove the blindfold until they have completed the task).
* You can play multiple rounds switching roles between rounds.

**Discussion Questions:**

* What did you think about being the captain? What was frustrating? What strategies worked best?
* How was it to be the ship? What made your journey difficult? How does this relate to 4-H meetings and events?
* When you played the “competing radio signals” what strategies worked best to distract the ship? Are there times in your life when things or people try and distract you from your goals? How do you combat these distractions?
* As icebergs could you tell when the ship was getting confused? How? Do you think you can see people who need help in everyday life?

*(Adapted from Great Group Games by Ragsdale, S. & Saylor, A. Entire book is available in the Extension Office)*