

Ice breaker Games

JUGGERNAUT



Objective is to get the whole team across 'chemical waste' using planks & barrels.

Equip the team or sub-groups with 2 planks and 3 barrels each. The planks should be long enough for the number of people in the group to stand on. Set the distance of the chemical waste that they have to cross. They cannot use any other materials, walk around or leave any equipment in the chemical waste.

Only the barrels can touch the waste, no planks or humans. They re-start if they touch the ground or lose time. Set a time limit of 15 mins for planning and practising, and then 30 mins to complete.

It is achieved by standing two barrels on their ends and placing the planks across them so that they stick out over the ends of the barrels. Participants can mount the planks now making sure that there is sufficient weight in the middle to support the people on the ends. Make sure they can reach the last barrel. Roll the last barrel on its edge to the front person, who places it out in front as far as they can reach in line with the other barrels.

Everybody must then stand on one of the planks only and slide the other plank forward so that it overlaps the front and middle barrels. Everyone must now move onto the forward plank and then slide the rear plank forward to join them up again.

Finally the last person should be able to reach the last barrel and roll it on its edge to the front again and the pattern repeats until the group are crossed the chemical waste. They have finished when all of the equipment is over the finish line.

This is an excellent activity to set a team or two groups as there are a lot of skill areas that may be developed. It may also be used for the Key Skills unit working with others.