

## Key Pad

Source: Chuck Wurth. It has been used at 4-H Camp Palmer Inc. for many years. Origins unknown.

### Background:

One of the many activities that can be used to help leadership, cooperation and problem solving develop in a group.

### Objective:

To have participants cooperatively cross an area by stepping in sequence on carpet squares to decipher the one correct path. .

### Time required:

Depending on the group's creativity and the facilitator's restrictions I would allow one half hour for a group of 15 to 30, but do not be surprised if it goes longer or shorter.

### Materials:

Carpet squares of approximately 9 inches square in a grid of four wide by four deep. See example at the end. Be sure pads (carpet squares) stick well to the floor or other surface. A small bell, clicker or animated voice is used to reward a proper choice.

### Directions:

- In turn each participant takes one step into the 4x4 grid of squares
  - Facilitator holds map with path (sequence steps) so no one can see
  - If it is the correct square according to the map the reward sound is made
  - If it is not the correct square then no sound is made.
    - Participants must retrace steps out using correct squares
- If a square is stepped out of sequence or a square stepped on that has been established as not a correct square the group accumulates a point. The object is to have zero points.
- Activity is done when all participants have crossed through the squares in proper sequence.

### Processing:

- Did this seem like an easy task at the beginning?
- What were the causes of accumulating points?
- How did people react to gaining points?
- When did you see progress that you felt good about?
- Who took on leadership roles? Was there a leader?
- What have you discovered about yourself?
- What have you discovered about this group?
- How can you take something from this activity and apply it in your life?

An advanced activity is to split the group in two and have them start on opposite ends. Do not tell them they are on the same team solving the same problem. See if the group can discover that for themselves. It should only take half as long if they would collaborate.

Then additional questions to ask would be:

- Did you believe or act like it was a competition?
- When did it occur to you that you were solving the same problem?
- Did you share what you knew to help your partners on the other side?

An example of two maps.

Each square must be stepped on in numerical sequence and retraced out in numerical sequence if an incorrect step is taken.

09	01	04	03	01	07	06	05
10	08	02	05	08	02	03	04
12	11	07	06	11	09	13	15
13	14	15	16	10	12	14	16