

Don't Touch Me

"Don't Touch Me" is a problem-solving activity that is suited well to a class-size group.

Materials

1. You will need one webbing or rope loop large enough so that the entire group has room to stand around it.
2. You will need on small webbing or rope loop or a spot.
3. You will need a timing device.

Set-Up

- Place the large loop on the floor/ground in a circle shape so that all group members have room to stand around it facing the middle of the circle.
- Place the small loop or spot in the center of the circle.

Procedure

Tell the group that each member of the group must cross the circle and end up standing on the opposite side outside the loop. During this process each group member must step inside the center loop (or on the center spot). Challenge the group to do this as quickly as possible. Tell the group that they must adhere to the following parameters:

- No one may touch another person while inside the loop.
- The loop and spot in the middle may not be moved.
- Anytime anyone is touched, they must yell "Don't touch me!"
- Each touch will result in a five second time penalty.

The goal is to achieve the shortest time possible. The group may attempt as many trials as they want, or until you feel they are no longer being productive.

Debrief

In addition to the usual What, So What, Now What questions, you might ask:

- What did you need to do in order to make your time go down? Usually the response includes: have a leader, make a plan, slow down and be careful...
- Did anyone notice someone not being honest about touching in the loop?
 - How did you feel about that? About that person?