Consequential Assembly

Action: The group, working together, is challenged to re-assemble a dismantled cube while blindfolded (or unsighted).

Numbers & Needs: 8 to 12 players work well. You'll need the eight 3-way corners, twelve 18-inch tubes, the quick-stand parts, one blindfold for each pair of players, a 50- foot activity rope, and a stopwatch.

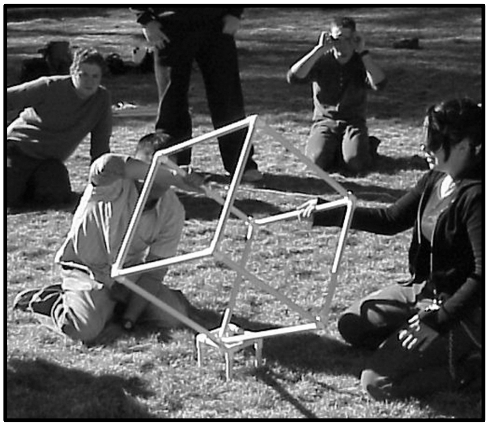
Time-Line: 25 to 30 minutes.

Set-Up: First, set out the Activity Rope into a large circle (assembly area) – the larger the circle the more challenging it will be. Now, set out the twelve 18-inch tubes and the eight 3-Way Corners randomly within the assembly area. The closer the pieces are together, the easier the activity. Finally, assemble the quick-stand and place it with the opening facing up, right in the middle of the assembly area.

Process: Pair up players and gather around the outside of the assembly area (rope circle). Develop a nice story about a reactor's cube-filter being destroyed during an earthquake and you have to go into the reactor to fix the filter – or something cool like that. How about this:

> *Here are the parameters. The cube-filter is shaped like a……..well, cube – with twelve edges and eight corners. The corners are numbered. Each of the filter-cubes sides must have the same numbers at each of its corners or the filter will not work. Any assembled piece of the filter must be as far away from the sides of the reactor (i.e., rope circle) as possible (i.e., the filter must be assembled near the center of the reactor and not at the edges). Players may not move their feet inside the reactor if they are holding a piece of the filter and can only touch one piece of the filter at a time (two unsighted players will need to work together to assemble pieces!! – but they will figure this out). One player from each pair may go into the reactor at a time. The players entering the reactor must wear the protective eyewear (blindfolds) any time they are in the reactor (or have their eyes closed if they prefer not to wear a blindfold). Players entering the reactor must also hold their breath*

as to not breath in any contaminants – and, of course, must leave the reactor before they run out of oxygen! (You'll need to decide what happens if they take a breath – e.g., lay down for a minute to recover.) Sighted partners verbally guide their blindfolded partner from outside the reactor – via personal communicators of course. Sighted players cannot enter the reactor in any way (like reaching in). If a sighted player enters the reactor, he or she must close his or her eyes for 30 seconds. Once a player comes out of the reactor he or she must have some decompression time before going back in. So, his or her partner dons the protective eyewear (blindfold) and takes a turn going into the reactor – guided of course by the partner that just came out.



Once the filter is assembled correctly – verified by the filter consultant (the facilitator) – it must be placed on to the quick-stand, balanced at one of the corners of the cube-filter. When all the players have left the reactor, the task is complete.

Variations/Additions:

- Allowing the players to walk with pieces and/or touch more than one piece at a time will make the challenge a bit easier.
- The group does not necessarily need to work in pairs.
- Have the group assemble the quick-stand as well.

Possible Observations & Questions:

- Were all the directions followed? Who monitored the directions – internal or external?
- What challenges did you encounter? How did you work through them? What did you do well?
- How would you rate your communication as a group? As pairs? What might have made it better?
- What plans did you make? Was planning done as a group or in pairs? Did it change throughout the activity? How? Why?
- Did anyone take a breath inside the reactor without telling anyone? Why do you think something like this might happen?
- What were your "best practices" during the activity? If you were to tell another crew how to fix their reactor, what would you tell them?