

Maze Game

Size of Breakout Groups: 10-12 people

Materials:

Material	Purpose	Number Needed	Provided With This Material and Where
Facilitator Instructions	We have included a guide with tips and suggestions for the maze referee to use while the participants are working to get through the maze.	One copy for each facilitator	Page 4
Participant Instructions	We have included instructions for participants to review before traversing the maze.	One copy for each participant	Pages 5-6
Maze Game Solutions	We have included two grids to show the path to get through the maze. An O indicates a tile that can be stepped on and an X indicated a "hot" tile that cannot be stepped on	One copy for each facilitator	Page 7-8
Team Checklist Rating Scale	Half of the group in each round, will act as observers and check off what they saw using this tool.	One copy for each participant	Page 9

1 tarp with tiles	We purchased a tarp at Home Depot along with self adhesive tiles to attach. We organized the tiles in a 5x7 tile rectangle so that it matches the number of tiles on the maze game solution. These are the tiles and tarp we use in our training.	1 per breakout group	Not provided
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Exercise Instructions:

Round 1:

1. Gather everyone together and tell them that we will be running through the exercise twice. For the first round, half of the group will run through the maze while the other half watches the team and uses the Team Checklist Rating Scale to record what they see.
2. After the group has been divided into observers and people traversing the maze, explain to everyone the goal and rules of the maze.

The goal: To get the entire team from one side of the maze to the other following the rules.

3. The people that will not be traversing the maze will use the rating scale to write down what they see when the team performs the exercises. Give each observer a clipboard with the rating scale and a pen.
4. After the observers understand their roles, distribute the maze instructions to the people that will be running through the maze and tell people that they have 3 minutes to plan.
5. Have the observers listen to the planning session.
6. After the 3 minutes is over, the team should start traversing the maze.
7. One of the facilitators will start the clock and keep time until the last team member has traversed the maze. This facilitator will also watch the observers complete the rating scale and take notes about what the team did well and ways that they could improve.
8. The facilitator serving as the referee should watch for all rule violations that are listed above and to tell the team if squares are toxic using the solutions that are provided on page 4.

9. After the team completes the maze announce the time that the team has taken to complete the maze.
10. When the team is done traversing the maze, congratulate them and ask them “How did that feel?”
11. Tell the observers to keep the rating scale because they will need it later for when we debrief with the rest of the participants during the next presentation.
12. Send the participants back to their seats for a group debriefing.

Round 2:

1. People will reverse roles. The people that observed will now be charged with going through the maze.
2. Provide the observers with the Team Checklist Rating Scale and distribute the instructions to the people that will be running through the maze.
3. Tell the team that is traversing the maze that they have 3 minutes to plan. Make sure that the observers listen to the planning session.
4. **After the 3 minutes is over, bring the team together again and tell them there is one more rule, “You cannot talk during the exercise”.**
5. Start the clock and keep the time until the last team member has traversed the maze.
6. The referee should watch for all rule violations that are listed above and to tell the team if squares are toxic using the solutions that are provided on page 5.
7. After the team completes the maze announce the time that the team has taken to complete the maze.
 - After the team completes the maze, debrief asking the participants: “How did that feel?”
If you had to do this exercise again, what should the team do differently?
 - Would you ever use this game in your hospital to teach teamwork or communication?
 - To the observers: How many items did you see the team complete based on the rating scale?
8. When everyone is done everyone will return to their seats and we will debrief the exercise together.

Facilitator Instructions

The goal: To get the entire team from one side of the maze to the other following the rules.

The rules are:

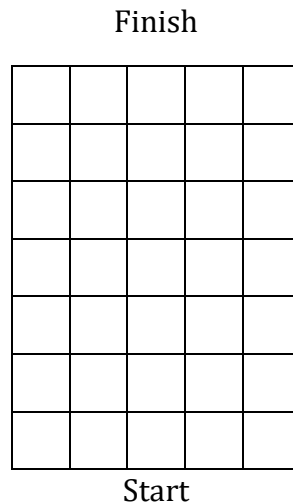
- Only one team member may be in the maze at a time.
- Team members may go in any order; one at a time, except no team member may go twice in succession (unless all other team members have traversed successfully).
- Participants can step in only one square at a time.
- Participants cannot have two feet in two different squares at the same time.
- Participants can only proceed to an adjacent square. Stepping to a diagonal square is prohibited.
- No objects or marks may be placed in the maze at any time.
- Team members traversing the maze may not write in any manner at any time.
- Once a team member traverses the maze successfully, they must stay on the finish side of the maze for the duration of the exercise.
- If a participant steps in a legitimate square, the referee will remain silent.
- If a team member steps in a toxic square, the referee will say “toxic” and the participant must exit the maze.
- All rule violations are up to the interpretation of the referee and must be abided.

Participant Instructions

This is a teamwork game that challenges your ability to organize, function, problem-solve, and adapt as a team.

The game is a maze that your team will have to solve. You are trying to solve the maze in the minimum amount of time.

The maze consists of a grid constructed on the ground with seven rows of 5 columns as shown below. You need to have each member of your team, one at a time, traverse from the start to the finish.



- The team will have 3 minutes to organize and plan prior to the starting of the clock.
- The team shall be responsible for designating a leader to the referee at the outset of the maze exercise.
- Only one team member may be in the maze at one time.
- Team members may go in any order, one at a time, except no team member may go twice in succession (unless all other team members have traversed successfully)
- A team member must step in only one square at a time.
- A team member may not have two feet in two different squares at the same time.
- A team member may only proceed to an adjacent square. Stepping to a diagonal square is prohibited.
- No objects or marks may be placed in the maze at any time.
- Team members may not write in any manner at any time.

- Once a team member traverses the maze successfully, they must stay on the finish side of the maze for the duration of the exercise.
- Some of the squares are legitimate and some are toxic. If a team member steps in a legitimate square, the referee will remain silent. If a team member steps in a toxic square, the referee will say “toxic”.
- If a team member steps in a toxic square they must exit the maze immediately.
- If any team member violates a rule (ex. steps in two squares at once) the referee will call the team member in the maze out and they must leave the maze immediately. All rule violations are up to the interpretation of the referee and must be abided.
- The referee will start the clock and keep running time until the last team member has traversed the maze.

MAZE GAME SOLUTION 1

FINISH

	A	B	C	D	E
7	X	X	X	O	X
6	O	X	X	O	O
5	O	O	O	X	O
4	O	X	O	O	O
3	O	O	X	X	X
2	X	O	O	O	O
1	O	X	X	O	X

START

MAZE GAME SOLUTION 2

FINISH

	A	B	C	D	E
7	X	X	O	X	X
6	X	O	O	O	X
5	X	O	X	X	O
4	O	O	O	O	X
3	X	X	O	O	X
2	O	X	O	O	X
1	O	X	O	X	O

START

Team Checklist Rating Scale

- The team planned prior to the start
- The team picked a leader
- The leader was introduced to the referee
- The leader stayed the leader throughout
- The team defined roles
- The team members stayed in their roles
- Each team member had defined tasks
- The team used more than one person to identify squares
- The team used non-verbal communication
- The team made fewer than 3 repeated visits to a toxic square
- The team did not get penalized
- No one argued with referee
- The team took less than 10 minutes to traverse the maze

_____ Total Checks out of 13