

MINEFIELD TRAINING



This is a simple game that requires thinking and memory skills.
A grid is made on the floor using sheets of paper and duct tape.
We made our grid 5 sheets wide by 5 sheets tall= 25 sheets total.

The 'designer' of the game makes a plan of where the secret mines will be.

Writing them out on paper is very helpful.

The 'designer' decides the route the agent must take to get across the
minefield.

It's the agent's job to figure out the safe route.



One by one an agent steps on a square of paper.

The 'designer' lets them know if they're safe or if they've stepped on a mine. If they're safe, they may move to another sheet of paper. If they've stepped on a mine 'BOOM!', they're out and must go to the back of the line. The next agent must try to remember where it is safe to step.

Agents may only step forward or sideways.

They must try to get all the way across the minefield without stepping on a mine.