TITLE: Pipeline

IMPACT: Teambuilding, problem solving, energizing, leadership, fun

RISK: Low-medium

GROUP SIZE: 4 or more

TIME REQUIRED: 5 – 15 minutes

DIRECTIONS:
• The object of this activity is to get the ball from one end of the playing area to the other and into the cup.
• The ball must move by its own momentum; it may not be carried by any of the participants.
• The participants cannot touch the ball once it has passed over the starting line.
• Everyone in the group must participate in the solution.
• If the ball stops moving or is touched by a person, the ball has to be returned to the starting line.

DISCUSSION:
• How many tries did it take to accomplish the goal? What did the group try and reject?
• What was the key to success? (Probably synchronizing their actions, being efficient or planning ahead)
• How could this be applied to other activities like running an event, teaching a workshop, working on a group project, etc.?

HINT: Calculate the distance of feet needed between the start and finish lines by multiplying the number of participants by 4 or 6 feet. The farther apart the distance, the more difficult the challenge.

OPTION: If there are 12 or more people, this can be done as a race between two teams.