



TIME: 20 - 30 minutes

GOAL: For participants to use proper planning, constant communication and teamwork to successfully complete the objective.

OPTIMAL NUMBER OF PARTICIPANTS: 12 – 24 (pair into teams of two)

ITEMS NEEDED: Masking Tape and/or Surveyors Tape, Blindfolds (One per team), and Nerf Balls (At least one per team)

DIRECTIONS: (Prior to playing the game, the playing field should be set up. If Tank will be played indoors, you need to mark off a battlefield (at least 50 ft. x 50 ft.) using masking tape. If Tank will be played outside, you may need to use physical landmarks or surveyors tape to designate the playing field.) Below are scripted directions that can also be used to facilitate Tank.

1. This is a game called Tank. The first thing that you need to do is to pair up with a partner. Try to make sure it is with someone that you do not know.
2. Before we get started there are some rules you must follow while playing Tank. The first thing is that you and your partner need to designate who is going to be the “Tank” and who is going to be the “Driver”. Notice on the ground I have marked off a battlefield using (masking tape, physical landmarks, etc.). This battlefield is your boundary. For each of you who are “Drivers”, you must stay on the outside of the battlefield at all times. For each of you who are “Tanks” you must stay inside the battlefield at all times.
3. Here is how the game works. All of the Tanks will be blindfolded inside the battlefield. Show the group the blindfolds. The purpose of the game is to be the last Tank standing. In order to eliminate another Tank we have ammunition. Show the group the Nerf balls that will be used as ammunition. It is the job of the Drivers to help steer their Tank to the ammunition, have them pick it up, aim, and fire upon other Tanks. Simulate to the group what a Tank will do by finding ammunition, picking it up, aiming, and firing. Tanks, a direct hit removes you from the battlefield and the last Tank standing wins. Remember, safety is our primary concern, so as you play, please be careful.
4. Tanks, please get a blindfold, put it on and wait in the center of the battlefield. Drivers, as the Tanks get ready, please move to the outside of the battlefield. Once the Tanks are blindfolded, begin to spread the ammunition all over the battlefield. Once both Tanks and Drivers are in place you’re ready to begin. Tanks, are you ready? Pause and wait for the Tanks to acknowledge that they are ready. Drivers, are you ready? Pause and wait for the Drivers to acknowledge that they are ready. Then yell, GO!

5. Once the game is completed and you have a winner, allow the Drivers to switch with their Tanks. So those who were Drivers are now the Tanks, and those who were Tanks are now the new Drivers.
6. After the second round is complete, end with the processing questions.

Note: As the facilitator, you can make the exercise more challenging by moving around the ammunition during the game.

PROCESSING QUESTIONS:

- Was this exercise challenging / frustrating? Why or why not?
- Did it sound easier than it actually turned out to be?
- How did your group approach this challenge?
- What helped you 1) as an individual, 2) as a group, to begin to solve this challenge?
- How important was communication to your team in this exercise?
- What lines of communication were used during this challenge? Did your communication approach change during the exercise?
- How important was trust in this exercise?
- How well did your group focus?
- When do focus, communication and frustration affect your chapter's successes?
- What does this mean, or how does it relate to you as a chapter leader?