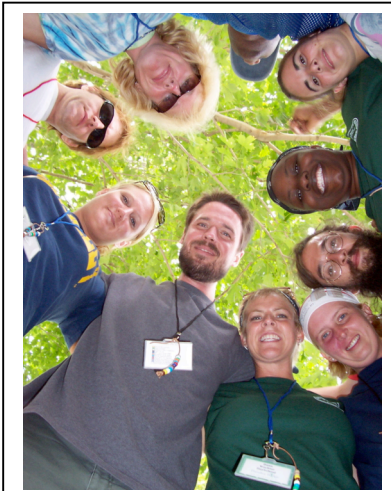


The Official Internet Edition of

Raccoon Circle Activities

A Facilitator's Guide to Building Unity,
Community, Connection and Teamwork
Through Active Learning



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Late Breaking News!

After completing the first print run of 5500 copies of The Book on Raccoon Circles from Learning Unlimited Publishers, Tom Smith and Jim Cain returned to their computers and gathered their latest collection of raccoon circle activities, stories, photographs and ideas, and have created an even larger collection for their latest edition of the book. The Revised and Expanded Book of Raccoon Circles, from Kendall/Hunt Publishers, comes in a larger book size, with more pages, more photographs and illustrations, and over 200 different raccoon circle activities and ideas from around the world for working and playing in circles with your group. Don't miss this essential teambuilding text, available from Kendall/Hunt publishers at: www.kendallhunt.com or 1-800-228-0810. For a limited time, you can still order one of the remaining copies of the first edition of The Book on Raccoon Circles, from Learning Unlimited at: www.learningunlimited.com or 1-888-622-4203.

Welcome to the Circle!

As of this year, the total number of raccoon circle internet downloads, articles and books has reached over 25,000 copies. If you are new to the world of Raccoon Circles, Welcome! Here you will find a wide variety of games, activities, stories and ideas for building community and teamwork with your audiences, using only a short piece of tubular webbing, which we call a Raccoon Circle.

Staff Training Available

If you would like your counselors, teachers, students, staff, co-workers, group or club to experience Raccoon Circles for themselves, please contact Jim Cain at the address shown below for expert facilitation, train-the-trainer workshops, conference sessions and customized training. This field of Raccoon Circle training provides hundreds of activities, adventure-based learning opportunities, teachable moments and facilitated learning, using a simple, and inexpensive prop. It is the perfect resource for day and resident camp counselors, playground teachers, recreational therapists, group work and teamwork specialists, wilderness trip leaders, wilderness youth-at-risk programs, corporate trainers, youth development specialists and rope course facilitators.

Something New

A new kit of adventure-based and active learning equipment is now available that includes some of the most recent and innovative Raccoon Circle activities. The Ropework & Ropeplay Kit, from Teamwork & Teamplay, includes the equipment to lead more than 200 different team activities and challenges. This kit includes several Raccoon Circles, ropes, strings and other types of cordage, plus a copy of the Book on Raccoon Circles, and the extensive Ropework & Ropeplay Facilitator's Guide. Visit the Teamwork and Teamplay website for more information about this exciting new product, or our newest equipment partnering organization, Training Wheels, at 1-888-553-0147 or www.training-wheels.com

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Following the success of the Raccoon Circle Internet guides (which have been downloaded more than 20,000 times in countries around the world), the original Book on Raccoon Circles, and the Revised and Expanded Book of Raccoon Circles, the latest Internet Edition of Raccoon Circle activities is now available to download from the Teamwork & Teamplay website at www.teamworkandteamplay.com/raccooncircles.html. You are welcome, and in fact encouraged to copy, freely distribute and share this information in any form (paper copies, electronic media, website links, faxes, etc.) All that we ask is that you always copy or reproduce the ENTIRE document, which is a total of 16 pages long. If you like what you find here, you are invited to purchase the new revised **Book of Raccoon Circles** by Dr. Tom Smith and Dr. Jim Cain, with more than 200 activities, challenges and ideas for using the Raccoon Circle, from Kendall/Hunt Publishers at www.kendallhunt.com or by calling 1-800-228-0810.

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1. Basic Training

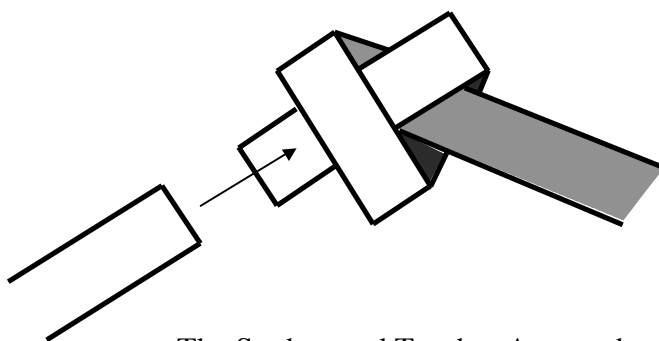
The Raccoon Circle consists of a segment of tubular nylon climbing webbing, which can typically be purchased in a variety of colors from outdoor equipment stores that carry climbing gear and supplies. While a variety of other belt materials and even rope can be substituted, tubular climbing webbing is recommended. Tubular webbing does not stretch, is extremely strong, comfortable to hold, colorful, and can be easily washed when necessary.

The activities listed here are performed with a Raccoon Circle that is 15 feet (4.6 meters) long. If you wish to accommodate larger groups, you can either join a few Raccoon Circles together with a water knot, or use a single, long Raccoon Circle. For most circular activities, you'll need about 16 inches (40 cm) of length for each person. Many of the activities in this publication use an untied Raccoon Circle, simply as a straight line. For those other activities that need a true circle, the following section illustrates how to tie an important knot, the water knot.

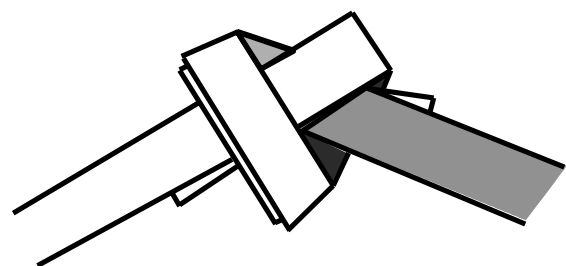
While a variety of knots can be used to tie flat webbing together, the water knot is one of the strongest and best. The "water knot" is so named because river rafting guides use such a knot with flat webbing, so that even when wet, the knot can easily be removed.

My favorite explanation of how to tie a water knot comes from fellow facilitator and friend, Kirk Weisler. See the illustration below for details. Start by tying a simple (but loose) overhand knot in one end of the Raccoon Circle webbing, with a short tail (less than 2 inches is fine). Because of the flat webbing, this overhand knot will remain very flat. This first knot is the "teacher" or "mentor" knot.

Next travel the length of the webbing, unwinding and untwisting the webbing as you go, and hold the opposite end of the webbing. This end is the "student" end of the webbing. The student does everything the teacher does, they just happen to do it backwards. This means that (first), the student looks directly at the teacher (each tail end of the webbing nearly touches). Next, the student "doubles" the teacher by following the same path as the teacher backwards. This involves following the webbing, and finally tucking the student end of the webbing into the teacher knot, leaving about a 1 or 2 inch long tail. Now pull the opposite sides of the knot to secure it.



The Student and Teacher Approach



The Finished Water Knot

2. Icebreakers and Get-Acquainted Activities

Wrapped Around My Finger (W.A.M.F.)

W.A.M.F. stands for Wrapped Around My Finger, and pretty much explains this entire activity. Begin with an unknotted segment of webbing. One person in the group begins wrapping the webbing around their index finger, and while doing so, provides the group with some information about themselves (where they were born, family members, school experiences, childhood pets, dreams, goals, favorite foods, etc.) The goal is for this person to continue talking until the webbing is completely wrapped around their finger. When they reach the end, they can allow the webbing to unwind, and pass it along to the next person in the group.

This particular technique allows a bit more time for folks to talk about themselves, and also provides a kinesthetic activity coupled with a verbal activity for exploring some of the multiple intelligence opportunities, and whole brain learning possibilities. There is also a popular theory that for folks that may be a bit shy about speaking to even a small group in public, the activity of wrapping the webbing around their finger occupies that portion of the brain, which creates inhibition. By wrapping and rapping at the same time, the speech center becomes less inhibited, and more information is typically shared!



Where Ya From? Where Ya Been?

During one Raccoon Circle activity session, a member of our group mentioned that they were born in Scotland. Another member of the group was unfamiliar with this location, and so we formed the geographical outline of Scotland with our Raccoon Circle. Next, several group members told stories about their travels to Scotland, which led to the creation of the following activity.

Where Ya From? Where Ya Been? has become a great way for each person in the group to share ‘their story.’ One at a time, they create the outline of where they are from, or similarly someplace they have recently visited, and then tell stories about these important places in their lives.

At a recent leadership conference, one keynote speaker mentioned that there are three things that we each uniquely own: our name, our reputation and our story. Where Ya From? Where Ya Been? gives each member of the group a chance to tell their story.

From the Teamwork & Teamplay Website at www.teamworkandteamplay.com

Believe It or Knot

Thanks to Mike Anderson for this excellent activity that is a simple variation of Two Truths and a Lie. With the entire group holding a Raccoon Circle (either seated or standing), the knot is used as a pointer to identify the person talking. Begin by passing the knot to the right around the group. Someone says, “stop!” and when the knot stops the person nearest to the knot is invited to disclose some interesting fact about themselves, such as, “I have a twin sister!” It is now the discussion and responsibility of the rest of the participants to decide whether they believe that this information is true or false. Group members can ask the person speaking a total of three questions. After some discussion, the group gives their opinion of the validity or falseness of the disclosure, and then the person providing the comment tells the truth.

After a person has revealed the true nature of their comments (true or false), they say “left” or “right” and then “stop!” and a new person has the opportunity to disclose something to the group.

The level of disclosure to the group is often a measure of the closeness, unity and respect within the group. For example, a disclosure such as, “I have two dogs as pets,” is a lower level of disclosure than “I repeated the seventh grade in school.” Depending on the group setting, and the purpose of this activity for your group, different levels of information or disclosure are appropriate. As the group becomes more unified, this activity can bring out greater disclosure between members of the group, family members, members of a team, etc.

This is also the type of activity that can be performed again and again with the same group. Probably because there is an endless supply of comments that can be made. Enjoy!

My Life As A Circle

Over the years, I’ve discovered that some of the best icebreakers and get-acquainted activities employ not only an element of conversation, but also some kinesthetic movement as well. Here is one of our newest get-acquainted activities, and one that is sure to keep the whole group in motion.

Begin by placing a knotted Raccoon Circle on the floor. One person stands on the outside of the Raccoon Circle, near the knot, and begins to tell the story of their life’s journey. “I was born in Omaha, Nebraska on June 22nd...” As the story continues, both the storyteller, and all the other members of the group rotate around the outside of the Raccoon Circle. This movement keeps everyone in the group active and engaged.

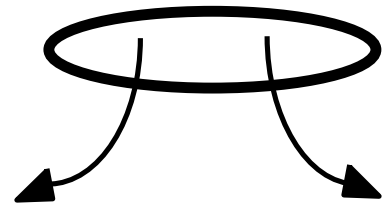
At some point along the journey, the storyteller will reach the present day. At this point, ask them to look forward to the things that are still waiting for them in their life. Goals they have. Opportunities they are hoping to find. Plans they are making. When they reach the knot, the next person in the group can tell the story of their life’s circle.

As a musical accompaniment, try playing Harry Chapin’s classic song, All My Life’s a Circle, from his Greatest Hits Live album.

3. Teambuilding Activities

Inside Out

This is a great initial problem solving activity. Begin with a Raccoon Circle on the floor. Have the entire group step inside the circle. The task is now for the entire group to go from the inside of the circle to the outside, by going underneath the Raccoon Circle, without anyone in the group using their hands, arms or shoulders.



What is important in this activity is to stress the group problem solving process. In order for other members of the group to assist in the completion of the task, they need to know the plan, and what their part is in the solution. To this end, encourage the group to “plan their work” and then “work their plan.” This means that prior to ANY action, the group will need to plan their approach to solving this problem, and making sure that everyone in the group knows their part of the plan.

After completing the task, debriefing questions include asking the group if they had a plan, and did they change the plan during the completion of the activity, and if so, why? As a second part to this activity, you can also ask the group to go Outside In, again without using their hands, arms or shoulders.... and see if they “plan their work” before “working their plan.” Thanks to Tom Heck for sharing this activity.

The Missing Link

This consensus building and group problem solving activity is designed to assist groups in building life skills. The goal is for the group to decide if the two Raccoon Circles are linked or connected (like links of a chain), or unlinked, without touching them. A visual activity, and one that requires consensus building, teamwork and problem solving skills. While the actual solution may be simple or complex, the real value of this activity comes from a group working together to achieve a group consensus, listening to each other, and learning the skills that it takes to get everyone on the same page. I like to begin this activity by a process called ‘pairing and sharing’, which involves everyone working with a partner, to first convince one other person, before trying to convince the entire group.



Photo Finish

Thanks to Sam Sikes for this seemingly simple but yet complex activity. You can find this and other activities in his book, Executive Marbles.

Photo Finish (or the Finish Line) uses a long rope as a straight line. The task is for the members of a group to ALL cross the line at exactly the same time. You can additionally “stress” the group by minimizing the available space that they have to plan prior to crossing the finish line.

Tell the group that they have 15 minutes to make 5 attempts to cross the finish line at exactly the same time. This is a great opportunity to use a digital camera for instant feedback. Every time someone breaks the plane of the finish line, the facilitator yells, “Click!” even for the occasionally careless mistake.

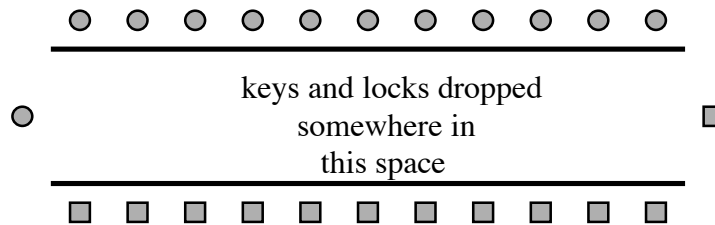


This activity involves planning, communication, timing and occasionally the ability to deal with frustration.

The Keys to Communication

Thanks to Alf Grigg for sharing the original idea for this activity. This expanded version (with beginner, intermediate and advanced levels), was first used with a team theme of trying to ‘unlock the future.’

Round One. Begin by dividing the group into two teams. Two untied Raccoon Circle boundaries are established (see illustration), two blindfolds (for the active participants from each group), and a small object (in this case, keys and padlocks) is needed. The activity begins in the first round by placing the blindfolded participants at each end of the playing area. Next the facilitator shows each team what the objects are. Their teammates then attempt to verbally (only!) tell them how to find the keys and the lock, and then open the lock. Chaos is pretty likely in the first round. Facilitators should stand between the two blindfolded participants, and make sure that they don’t bump into each other.



In round two, allow each team 3 minutes to form a strategy between their teammates and a new blindfolded participant. Then repeat the activity, moving the keys and locks to a new, mostly central location.

Round three also allows for 3 minutes of strategy, but uses a combination lock instead of keys and padlocks. The combination numbers are given to the sighted team members of each group. Only the blindfolded participant can touch the object, but the combination locks can be brought to their teammates for additional visual assistance during the unlocking procedure.

Debriefing topics include: “what communication techniques were valuable during this activity?”, “what were some of the unsuccessful techniques for communicating with the blindfolded teammate?”, what additional, but untried suggestions were made during the strategy sessions?”, “Were different techniques used for the combination locks, compared to the key and padlocks?”

From the Teamwork & Teamplay Website at www.teamworkandteamplay.com

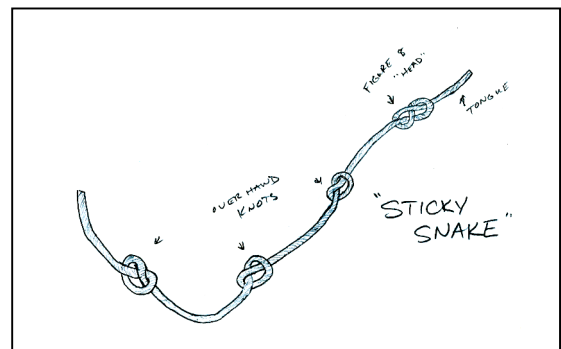
Sticky Snake

Here is an engaging activity from Luke Kantor, LEAD Program Manager at Niagara County Community College.

Begin by loosely tying four overhand knots in a single untied Raccoon Circle and one figure eight knot with a long tongue (the snake’s head).

“While preparing for today’s adventures outdoors, I found a very rare variety of snake on the path leading here. It is a bit different than normal snakes, and rather unusual for it to be out this time of day. Probably the only reason it is, is that it has managed to tie itself into some rather nasty knots. Probably something it ate recently. Anyway, the North American Sticky Snake needs our help. I’d like to see if we can help this snake out, by untying some of those nasty knots.

Before we begin however, I looked up some information about the snake on the internet, and here are some things you should know:



1. The North American Sticky Snake gets its name from a rather unique defense mechanism it has. Whenever it senses danger, the scales become extremely sticky, and anyone touching it would be permanently stuck there until the snake relaxed again.

2. The Sticky Snake doesn’t actually bite like an ordinary snake, but rather transfers its venom through the saliva of its poisonous tongue. Anyone coming in contact with the tongue would be rendered speechless for this activity, and the one to follow too. It is that serious! (This additional consequence has some real-life corollaries, and is often discussed at length during the debriefing session).

3. Our goal will be to unknot the four overhand knots on the snake, but to leave the head untouched. Each participant will be asked to grab the snake at the same time with one hand, placing their other hand in their back pocket. From that time forward, no one can rearrange their hand position, so choose your contact point carefully!

The facilitator can allow the group a few minutes to plan, or immediately begin the activity (and start again if necessary). One possible variation would be to invite the person nearest the tail of the snake to hold the snake with one hand, and a fixed object, such as a door, pole or tree, with the other (effectively making them an 'anchor'). Another variation would be to provide the group with a 'one use only' stickum remover, which would allow any one person to rearrange their hands, for comfort or to solve the problem. Whether the group uses this 'tool' or not during the activity is a valid debriefing point. This activity is somewhat similar to Human Knots (see Teamwork & Teamplay).

4. Games Just for Fun

Rope Jousting

Here is a fun activity for two participants that requires balance, skill and a certain amount of understanding and anticipating the other player's moves. Use two Raccoon Circles that have been tied together with a single water knot in the middle, to form a 30 foot (9 meters) long line. Use other Raccoon Circles to form two 15 inch diameter circles (these are called zones) 10 feet (3 meters) apart.

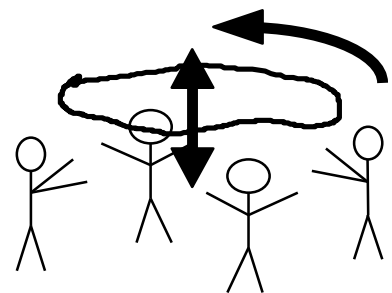
Two contenders (participants) now stand in their zones with the 30 foot long Raccoon Circle nearby. The object is to make the other person either let go of the Raccoon Circle, or to step outside their zone by pulling, yanking and controlling the 30 foot long Raccoon Circle.

Two other interesting variations to this activity include using three raccoon circles in a Y formation for three players, or a big X version for four players.



Tossing the Pizza

This activity definitely fits into the "harder than it looks" category. Begin with a group of 5-8 participants holding onto a knotted Raccoon Circle, hands upward, elbows straight, with no slack in the circle. The challenge is for the group to toss this Raccoon Circle pizza into the air, at least to the height of their heads, and then for everyone in the group to catch the circle as it drops back down, without anyone moving their feet. After a few unsuccessful attempts, encourage the group to plan their task, brainstorm new ideas, and try them. A good pizza flipping team can toss their Raccoon Circle pizza in the air three times without anyone in the group dropping it.



For a higher-level challenge, the ultimate pizza chefs can spin their pizza dough in the air. For the Raccoon Circle pizza, this means tossing the pizza into the air, and having the knot come back down at least one person to the right or left of where it was when it was launched. A little 'spin action' can actually improve the team's performance. This simple problem solving activity is a fun way to begin the 'working as a team' portion of your program.

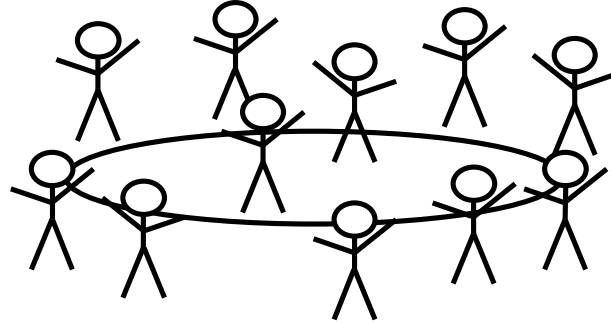
Passing Clouds

Here is a creative activity to follow Tossing the Pizza. As a team, toss a Raccoon Circle into the air and allow it to land on the ground. Then view the Raccoon Circle from various angles and sides, and creatively imagine what different shapes or objects can be found. This activity is similar to looking at those big, white puffy clouds and finding various shapes and images there.

5. Debriefing & Reviewing Techniques

Step Into the Circle

At the completion of an activity, have the group gather around a large circle made from four or five Raccoon Circles that have been tied together, and placed on the ground. After proposing a question to the group, anyone wishing to answer is asked to step into the circle, so that each person might be heard. Reviewing continues until no one is left standing inside the circle.



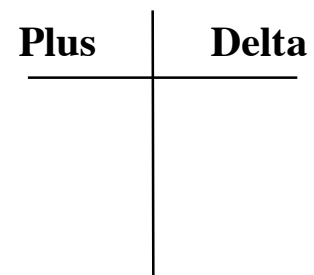
Shuffle Left & Shuffle Right

Here is a processing technique that allows for a bit of kinesthetic movement. If your group is active and doesn't like to sit still for any length of time, this activity is perfect. Begin by inviting the group to stand closely together around a Raccoon Circle that has been placed on the ground. Participants can hold hands, interlocking elbows with their neighbors or place their arms around each other. Begin by saying, "shuffle left" for a short distance until someone that has a comment to make says, "STOP!" After they have their say, they remark, "shuffle right" and the circle moves to the right until another person says stop and offers their commentary. Don't be afraid to let the circle move quite a distance - it may take a few moments for some participants to formulate their comments. If you like, you can suggest that anytime the circle completes one full revolution without any stops, processing will stop and the group will move on.

Plus / Delta

The Plus / Delta model, can be illustrated by passing an unknotted Raccoon Circle down the middle of the group and asking each team member to choose a side that reflects a topic they wish to discuss. For example, in the traditional Plus / Delta model, one side would be positive attributes demonstrated by the group during the program, the other side would reflect situations that would benefit from a change or modification of the groups behavior.

Other potential categories for the two sides include: Moving Forward/Standing Still, Needs Improvement/Works OK Now, World Class/No Class, etc.



The Learning Rope

Thanks to Chris Cavert for this innovative technique for remembering the teachable moments encountered during an adventure-based learning program.

Throughout the program, each time a teachable moment is encountered, the group places a single knot onto the learning rope (an ordinary unknotted Raccoon Circle). Before a new knot is added, the group reviews all previous knots to insure that the learning is not lost. At the end of the day, untie each knot as the group identifies and reflects on each teachable moment.

As an alternative, at the completion of the program, the facilitator can review each of the knots, and then cut them apart, giving one knot to each participant in the group. This process can also be used in corporate settings so that one person takes the responsibility to return to the workplace and take action on the lesson learned.

6. Closing Activities

Reflection with Music

As a closing activity, try playing some of the following music to reinforce the circles theme of the Raccoon Circle. There is a wide range of music styles here. So, please listen before you decide to play any of these for your audience. Make sure the song you choose, carries the lyrics, issues and values that you want to share.

The facilitator can play music in the background as the group discusses the last activity, or the music can be the focus, and a discussion can begin after the song, based on the lyrics, theme or style of music. Special thanks to Ann O’Flannigan for performing the song search and just being a really great person.

Song Title	Artist	Album Title
<i>Circle of Life</i>	Walt Disney	Lion King Soundtrack
<i>All my Life's a Circle</i>	Harry Chapin	Greatest Stories Live
<i>Circle of Friends</i>	Paul Winter Consort	Double Album
<i>Circle Dream</i>	10000 Maniacs	Our Time In Eden
<i>Twisted Circle</i>	9 Days	Twisted Circle
<i>Full Circle</i>	Aerosmith	Nine Lives
<i>Circle</i>	Barbara Streisand	Higher Ground
<i>Full Circle</i>	Collective Soul	Disciplined Breakdown
<i>Perfect Circle</i>	R.E.M	Murmur
<i>Circle</i>	Sarah McLachlan	Fumbling Towards Ecstasy
<i>Circle</i>	Big Head Todd & The Monsters	Sister Sweetly
<i>May The Circle</i>	13th Floor Elevators	Bull Of The Woods
<i>Remain Unbroken</i>		

A Circle of Connection

A special thanks to Dick Hammond for sharing this wonderful activity, which can be used as both an icebreaker, and a closing activity. It is helpful for a group to perform this activity on the outside of a knotted Raccoon Circle that has been placed on the ground (to keep the group in a circle). A leader begins by introducing themselves and sharing some information such as, “I enjoy crossword puzzles. I like to work in my garden. I enjoy old movies, and I like to travel.” At some point, one of these recreations is sure to also be shared by at least one other member of the group. When this happens, this new person links elbows with the previous person, introduces themselves, and begins to share some of their interesting hobbies. The activity continues until all members of the group have

‘linked together.’ The final task is for the last person to continue sharing until the first person can link with them. At this point, there is an opportunity to say, “...and by the way. Those things which link us together, bring us a bit closer together as well!”

As a closing activity, group members can share their thoughts, comments and feelings about the program or goals for the future.

7. Stories of the Circle

A Raccoon Circle Poem

Team Circles

Twelve people together each one on their own
 Living their lives in their own private zone.
 The zones form a circle
 The circles entwine.

If I intrude on a circle will it intrude on mine?
 If I shout to the people, will they understand?
 Will they comfort, support me, take hold of my hand?
 Will they tell me their problems?
 Will I share with them mine?
 Will the zones form a circle?
 Will the circles entwine?

Or will they shun me and mock and make fun?
 Will twelve people together no longer be one?
 Will the zones become shattered now just broken lines?
 There's no zones to form circles,
 How can they entwine?

*Written by a student on the Outward Bound Standard Course #1982
 Doug Jones, Course Tutor*

Why Raccoon Circles?

In the past decade, I've had the opportunity to travel to most of the fifty United States and twelve or so foreign countries. On every one of those trips you could find several Raccoon Circles in my luggage. Without a doubt, Raccoon Circles are the most portable and versatile teambuilding tool on the planet. You can carry them onto an airplane (at least according to today's regulations!) Which means that even if the airlines lose your luggage, you can still carry on enough Raccoon Circles to easily fill an entire program. They are also easy to take into the backcountry without overloading your backpack. You can pack enough for even 100 people in a small daypack. River rafting guides and outfitters like the fact that they can get wet and still do the job. They can be used on the bus during school outings. They easily fit into bicycle storage bags for trekking programs. They are one of the only teambuilding props that you can use from the ice-breakers at the beginning of the program, to teambuilding challenges in the middle, to debriefing, reviewing and closing activities at the end. They come in dozens of colors, and some even have cool designs on them. They are probably available in your school or corporate colors. They are economical. You can buy enough for every one of your camp counselors without breaking the bank. You can change the size of a Raccoon Circle simply by

tying several together, which means you'll always have the right size ready for your group. They provide a tactile experience that connects group members together. You can find dozens of metaphors related to circles – one is bound to be perfect for your group. They are one of the few teambuilding props where participants can sit or stand and both be connected (perfect for audiences where mobility impairments are present). Even leftover pieces of webbing are good for something! A single Raccoon Circle makes the perfect size gathering for people to feel connected without feeling crowded. There are new Raccoon Circle activities growing every day!

Jim Cain, 2007

Quality Circle Time (QCT)

In the U.K., nearly every elementary school has incorporated Quality Circle Time into their daily program. Some of the 'ground rules' for QCT are similar to adventure-based learning.

*'Put downs' and negative comments are not allowed.
Everyone's contributions are listened to with respect.
The group themselves decide how the group will function.
Comments made in the circle, during circle time, stay in the circle.*

For more information about Quality Circle Time, try an internet search at www.google.uk where you'll find dozens of inventive ideas, many of which can be performed around a Raccoon Circle as well.

From the Teamwork & Teamplay Website at www.teamworkandteamplay.com

Raccoon Circle Quotes

"Invented is a strange word. I tied a knot in a piece of webbing"

Tom Smith, on the creation of the first Raccoon Circle.

"Tom Smith has been fooling around with tied loops of webbing for years."

Karl Rohnke

Raccoon Circles have become the "world wide webbing."

Jim Cain

8. References & Resources

For conference appearances, staff training events, keynote presentations and more information on experiential & adventure-based programs (and of course Raccoon Circle activities) contact:

Dr. Tom Smith, Raccoon Institute N2020 Cty. H. South #570 Lake Geneva, WI 53147 USA
Phone (262) 248-3750 Email: tsraccoon@earthlink.net

Dr. Jim Cain, Teamwork & Teamplay 468 Salmon Creek Road Brockport, New York 14420 USA
Email: jimcain@teamworkandteamplay.com Website: www.teamworkandteamplay.com
Phone (585) 637-0328

Books That Matter and Other Resources for Teambuilding and Raccoon Circle Activities

The Revised and Expanded Book of Raccoon Circles, 2006, Jim Cain and Tom Smith, Kendall/Hunt Publishers, Dubuque, IA USA ISBN 0-7575-2365-9 272+ pages of essential Raccoon Circle information.

The Book on Raccoon Circles, 2002, by Jim Cain and Tom Smith, Learning Unlimited Publishers, Tulsa, Oklahoma, USA Phone 1-888-622-4203 www.learningunlimited.com ISBN 0-9646541-6-4
There are still a few copies left of the classic first edition.

The Ropework & Ropeplay Rope Kit. A lightweight collection of equipment for more than 200 team activities, including Raccoon Circles. Visit the Teamwork & Teamplay website for more information about this exciting new collection of activities, equipment and facilitator guides. This product is available from Training-Wheels Inc. at www.training-wheels.com or (888) 553-0147.

Teamwork & Teamplay, 1998, Jim Cain and Barry Jolliff, Kendall Hunt Publishers, Phone (1-800-228-0810) ISBN 0-7872-4532-1 417 pages of portable adventure-based activities, equipment, resources and references, with many activities that can be performed using Raccoon Circles.

A Teachable Moment, 2005, Jim Cain, Michelle Cummings and Jennifer Stanchfield, Kendall Hunt Publishers, Dubuque, Iowa, Phone (1-800-228-0810) 282 pages filled with more than 130 activities for processing, debriefing, reviewing and reflection.

Teambuilding Puzzles, 2005, Jim Cain, Mike Anderson, Chris Cavert and Tom Heck. More than 100 puzzles that create teachable moments in teambuilding. Available from Training Wheels, Inc.

The Group Loop Activity Guide - 22 Fun Group Activities that enhance community, teamwork, leadership and creative problem-solving, by Tom Heck. Phone (828) 665-0303 www.teachmeteamwork.com

The Official Internet Edition of Raccoon Circle Activities, Jim Cain, Annually updated. Available at the Teamwork & Teamplay Website www.teamworkandteamplay.com/raccooncircles.html
16 pages of activities and ideas for making the Raccoon Circle a popular part of your program.

Lines and Loops - Community Building Activities with Webbing, by Chris Cavert. 22 pages of activities, illustrations and references. Email: chris@fundoing.com Website: www.fundoing.com

Conferences, Workshops & Training Opportunities

You can experience a Raccoon Circle workshop at the following conferences in 2007. Visit the T&T website and click on the 'training calendar' page for more information.

January 10&11	American Camping Association Virginia Regional Winter Workshop
January 15	Teambuilding Down on the Farm, Columbus, Ohio
January 16-19	YMCA Mid-America Conference, central Indiana
January 25	ACA Ohio Regional Conference, Columbus, Ohio
February 8-10	YMCA Camp Greenville Conference, western North Carolina
February 13-16	American Camping Assoc. National Conference, Austin, Texas
February 20-24	NCCPS, Boulder Colorado
March 3	Connecticut Challenge Course Professionals Meeting, Hartford, CT
March 28-31	ACA Tri-States Conference, Atlantic City, NJ

In addition to scheduled conferences, you are welcome to request a customized training program for your students, teachers, counselors, staff or co-workers by contacting Jim Cain directly at (585) 637-0328 or jimcain@teamworkandteamplay.com

From the Teamwork & Teamplay Website at www.teamworkandteamplay.com

From author Jim Cain comes the essential adventure-based teambuilding text

Teamwork & Teamplay

Now in it's 5th printing, this 417 page book covers the complete adventure experience, from planning a program to facilitating the activities and creating the equipment yourself. Plus there are hundreds of references, resources and additional ideas for creative programming with a variety of populations.

You can obtain a copy of *Teamwork & Teamplay* directly from the publisher,
Kendall Hunt, at 1-800-228-0810 or www.kendallhunt.com

Teamwork & Teamplay

Building Unity, Community, Connection and Teamwork
Through Active Learning

Some Information about Dr. Jim Cain

Dr. Jim Cain is the author of the award winning adventure-based text *Teamwork & Teamplay*, which received the Karl Rohnke Creativity Award presented by the Association for Experiential Education, and co-author with Tom Smith of the newly revised and greatly expanded *Book of Raccoon Circles*. He has also the author of *A Teachable Moment* and *Teambuilding Puzzles*. He is a former Executive Director of the Association for Challenge Course Technology (ACCT), a Senior Consultant to the Cornell University Corporate Teambuilding Program, and the creative force behind his company, Teamwork & Teamplay. In the past 10 years, he has presented and facilitated more than 500 teambuilding programs in 44 states and 12 countries. Dr. Cain frequently serves as a visiting professor on subjects ranging from experiential education to challenge and adventure-based activities, and from recreational dancing and games leadership, to structural engineering, chaos and powder mechanics. He is presently working on a new book, *The Value of Connectedness - In the Workplace*, with Kirk Weisler.

Visit the Teamwork & Teamplay website for a complete list of workshops, train-the-trainer events, conference calendar, reference books, teambuilding equipment, and useful downloadable articles on a variety of team activities.

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Website: www.teamworkandteamplay.com

Announcing the newly revised and greatly expanded Book of Raccoon Circles.

Now available from Kendall/Hunt Publishers at www.kendallhunt.com or 1-800-228-0810.

