



From an idea by Earl LeBlanc, some serious creativity by Chris Cavert, and the expert engineering of Dr. Jim Cain of Teamwork & Teamplay, comes **The Cube**, the simplest portable spider web design on the market. This innovative spider web design, which requires less than 5 minutes to set up, and no bungi cords or strings to tangle, is also one of the only designs to actually provide feedback to the team when the web has been touched (the cube gently tips over).

The **Cube** is a cube of PVC tubing and connectors that, when carefully balanced in the custom stand, provides a web initiative that requires teamwork to accomplish. The goal here is for each member of the team to pass through the cube, with the help of other team members, without tipping the cube over. For safety, we recommend that all participants passing through the cube be in contact with at least one other person at **all** times (this discourages acrobatic leaps through the web, and encourages better spotting, and more contact between participants). Each person should identify one side of the cube to enter, and a different face to exit. After successfully completing this path, this path becomes closed, and other participants will need to identify other faces to enter and leave the cube. With 6 faces, and five possible exits for each entry location, a total of 30 different paths are possible.

In addition to The Cube, several additional activities are possible with this equipment. Using The Cube without the customized stand (i.e. sitting flat on the floor), The Cube becomes a modern day version of the 1950's challenge of stuffing phone booths (or Volkswagens). The object here is to fit the maximum number of team members within the perimeter of the cube (imagine a large cardboard box). This activity requires a real commitment from the team, and the careful placement of team members so that everyone can fit into the space available. We call this initiative **All Inboard**.

The next activity uses just one face of The Cube (see illustration), for a PVC version of **All Inboard**. The goal here is for the entire team to stand within the perimeter of the PVC frame, long enough to sing one verse of Row, row, row your Boat." You can assemble a shape that is approximately 22 inches square, or a 22 x 44 inch rectangle, or a 44 inch square, or even a 66 inch square (for those really large teams).



Next on the list of potential activities using **The Cube** materials, is to assemble several of the straight tubes to form a 10 - 15 foot (3 - 4 meter) long pole. The activity known as the **Helium Stick**, uses such a pole. Participants are placed face-to-face, with approximately 5 - 8 participants (rather like an old fashioned Virginia Reel square dance line). Next, everyone holds up both hands, and allows the pole to rest on their index fingers. Now the objective is for the entire group to **lower** the pole to the ground, without any team member losing contact with the pole. What typically happens is that many teams actually end up raising the pole, rather than lowering it, and this unusual behavior leads to some interesting debriefing when groups discuss their "mission" and how they might actually act in a manner opposite to their goals.



Finally, this pole can be used for a high tension activity, known as Photo Finish, which Sam Sikes features in his book, Feeding the Zircon Gorilla (Learning Unlimited 1-888-622-4203). Here the entire team attempts to cross the finish line (our pole, laying on the ground), at exactly the same time. This means that "everyone" crosses the line. Allow the group 15 minutes to make 5 attempts to cross the line at exactly the same time. Each time a person crosses the line, intentionally or not, say "Click" like you are taking a photograph (or you can actually use a digital or instant camera to record this historic moment). Then let the group decide if they have met the challenge to finish exactly together. A technique that brings greater "tension" to this activity is to limit the amount of space the team has behind the line. This limits effective space to plan, and increases the opportunities for someone to accidentally cross the finish line.

You can buy The Cube from Training Wheels Inc. or order by calling 888-553-0147. For these and other exceptional teambuilding activities, consult the Training Wheels website, and also try the award winning adventure-based teambuilding book, Teamwork & Teamplay ISBN 0-7872-4532-1 (available from Kendall/Hunt), by Jim Cain.

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Teamwork & Teamplay, by Jim Cain, was awarded the Karl Rohnke Creativity Award by the Association for Experiential Education. You can obtain a copy of the award winning adventure-based book directly from the publisher, Kendall/Hunt, at (800) 228-0810, or at www.kendallhunt.com

You can also find exciting adventure-based activities and equipment at **Training Wheels Inc.**, featuring many of the Teamwork & Teamplay props, including **The Cube**. Visit www.training-wheels.com or 888-553-0147.