**TURNSTILE**

The Turnstile is one of the oldest of the Project Adventure activities and a similar initiative was even part of the New Games Foundation workshops in the 1970’s. It appears in Karl Rohnke’s book *Silver Bullets* published in 1984. It is still being used in Project Adventure curriculum guides, and is one of our student’s favorites. Many set-ups (framing/briefing), variations of the doing, and debriefing, along the adventure wave exist…but this is our style. It is important that a strong debriefing session is planned, with plenty of time for conversation at the end of the activity.

**Age Appropriateness**- Middle School and above…while younger groups can complete this activity, it can be frustrating, and if the objective is tied to the debrief at the end, it is a much better activity for older groups.

**Materials**- One long jump rope (or a retired climbing rope).

**Procedure**- While two enders turn a long rope, invite the group to figure out the solution to the activity by giving only the following specific directions:

1. One rope turn.
2. One person.
3. No jumps.

The solution is that the group must run through the rope one at a time, without jumping. One person must pass through with each turn of the rope, and no turns of the rope without someone running through. The leader should only give clues by counting successful attempts, and not counting wrong solutions. No other clues should be given.

**Variations**-

1. Pyramid- Just tell the group that the next activity is called pyramid…and let them use trial and error to figure it out. The solution is that each time the rope turns…1, then 2, then 3, then 4, etc. people must pass through.
2. Pyramid Jumps- As above, tell them the name and turn them loose. The solution is that the first person jumps once, the next jumps twice, then 3 jumps, etc.
3. Partners/Trios/Quads- The basic Turnstile set-up, but everyone with a partner, or in trios, or quads passing through…one rope turn, no jumps, consecutive.
4. Categories- Give the group a category (things that are red, or fruits, or states, etc.) and have them do the basic Turnstile activity while saying something in the category while passing through the rope…no repeats. Have the group volunteer a category that they would like.
5. Helper- Partners pass through the Turnstile with the original rules, however one of the two is non-sighted (blindfolded if the person is comfortable with it). Switch roles each time through.
6. How few turns of the rope are needed to get the entire group through the Turnstile?

**Debriefing**-

1. The Memory Game- Have the group describe the activity… the first person speaking for 10 seconds, then the next person in the circle continues for 10 seconds, and so on until the group is satisfied that everything has been covered in detail.
2. Partner Debrief- Have the group get a partner and discuss what the activity looked like, what it sounded like, and what it felt like…voluntarily share with the large group. (Variation- What? So What? Now What?)

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