**INITIATIVE: APOLLO 13**

**GOAL**

* To work as a team in supporting one another in an emotional and physical way.

**SET-UP**

* 4 cones to mark the start and end point. Note: Place 2 cones in one line about 4 feet apart to designate the groups starting area (the door to their ship) and the doors to the space station.” You can move the space station closer and farther away during the activity to make it easier or harder as you like.
* Assorted wood blocks. Cut 2x4’s about 10-12 inches long. If you make one side at a 45\* angle instead of flat, this helps male the game more challenging. This game is good for 6-12 people. *Note: Start by giving the group one block fewer than the number of people in the group.*

# STORY & RULES

The group is an astronaut team on a mission to explore new planets. Their spacecraft has malfunctioned and cannot be repaired. They must evacuate the craft, cross an area of open space and return to safety (the entire team) by entering the Russian Space Station. NASA has provided them with the space pods to make the crossing. Certain restrictions apply to the use of the pods.

1 -The pods only move forward (toward the space station)

2 – The astronauts must balance on the pods. They may not rest their weight on the ground (open space) A hand or foot touching the ground means everyone in the team must return to their own space craft and start over

3 – Since there is a tremendous space wind in the area, a pod may not be placed in space (the ground) without an astronaut in contact with it at all times. If a pod ever loses contact with an astronaut, it will be lost forever in space.

4 – If anyone in the party falls off the pod or stumbles into open space it will require the efforts of the entire team to rescue them. This brings everyone back to the beginning. They do not get their “lost” pods back.

# SAFETY

* Remind group not to step on a block if someone has their fingers under it.
* Be considerate of everyone when placing the blocks.
* No Jumping.
* Tell group to step off instead of risk falling off (to avoid twisted ankles/knees)
* A touch on the ground with a toe to steady an ankle here and there for safety reasons is acceptable.

# VARIATIONS

* Have group carry something across the open space.
* If it is too easy for the group, pods can randomly malfunction (facilitator removes pods at random)
* It is possible for the spaceships to drift to space so the distance between the crafts can change mid-game. This will force the group to plan a method, rather than just plan for distance.

**PROCESSING/DEBRIEF**

* Communication
* Support and commitment
* Problem analysis and use of planning time.