

# Turtles

**"Turtles"** is a problem-solving activity that is suited well to a class-size group or multiple smaller groups.

## Materials

You will need one "Turtle" for each student. A turtle is a poly spot (like the gym teacher has) or some other material you use for spots. I use cut up pieces of painter's tarp.

## Set-Up

Give each student a turtle. Designate the starting shoreline of the pond or river that the group is to cross, and the destination shoreline. I use rope or lines that are already on the floor to designate shore lines.

## Procedure

Instruct the group(s) to move themselves from one shore to the other using the following parameters:

- Students may not touch the "water" between the shorelines.
- Students may not touch walls, furniture, or ceiling while crossing the water.
- Only turtles may touch the water.
- If any student makes contact with the water, walls, furniture, or ceiling while crossing the water, the entire group must start over.
- Turtles will "swim away" (you will remove them and keep them) if they are on the water and a student is not in constant contact with them.
- Students will not get their lost turtle back if they have to start over.

## Debrief

A few questions you might ask in addition to the typical What, So What, Now What questions:

- What did it feel like to be the first one to touch the water and cause the group to start over?
- What did it feel like to be a person (other than the first) to touch the water and cause the group to restart?
- How did you feel and react when someone else touched the water?
- How did you feel when a turtle swam away?