

Spider's Web

Your aim is to climb through the spider's web without waking the spider!

Part one: Weave the web

- 1 Find a fellow adventurer (or adventurers!) to help you with the activity or take part with you. Adventurers can be children or adults, but probably not pets.
- 2 Choose somewhere to make a web either inside your home, or out in the garden. Inspect the space either side of the web zone to make sure it's safe - that means it has to be free of sharp edges, objects you could fall on, breakable items, hot fires or any other general hazards.
- 3 Collect together some building material for your web. You could use wool, rope, string, masking tape, toilet roll, ribbons, or anything else that you can imagine.
- 4 Then, weave your spider's web! It's important to make it close to the ground, so it's no higher than your hip bone, but it isn't touching the floor. Be sure to make the holes in your web wider than the tallest person's shoulders. And the more holes you can make, the longer the fun will last!



Think like a spider!

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Part two: Don't wake the spider

Your challenge is to see how many different holes you and your fellow adventurers can successfully climb through without awakening the spider (by touching its web). Helping each other is the key to success.

The rules are as follows:

- 1 Only one person may (successfully) go through each hole in the spider's web, after which it will be closed.
- 2 Nothing must touch the spider's web. If someone or something touches the spider's web, the hole will be marked down as having 1 touch. After a hole is touched 3 times, it will be closed.
- 3 If the web gets touched, the person climbing through must return to the start for a new attempt (at that hole or a different one).

If more than 1 of you is taking part, then take it in turns to climb through holes in the web. Each member of the team must climb through at least 1 hole.

If only 1 adventurer is climbing through, then your challenge is to see how many of the holes in the spider's web you can successfully climb through, while your fellow adventurer acts as the spidery judge. They need to check you don't touch the spider's web on your climb (or it's back to the starting position for you!), and they can physically help you and offer advice.

Bonus Round

If you want a harder challenge, time your first attempt, and then see if you can complete it quicker on a second attempt.



Good luck!