

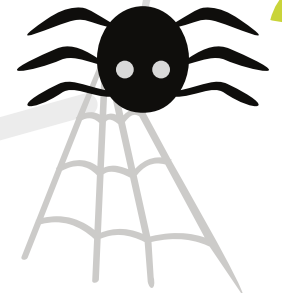
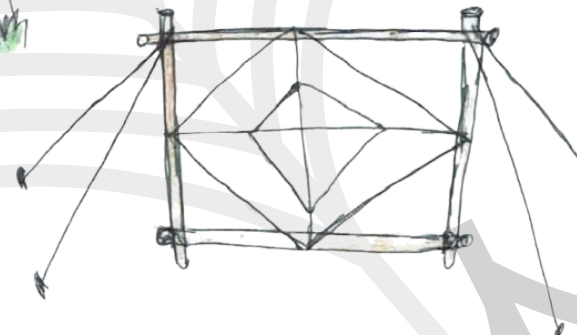
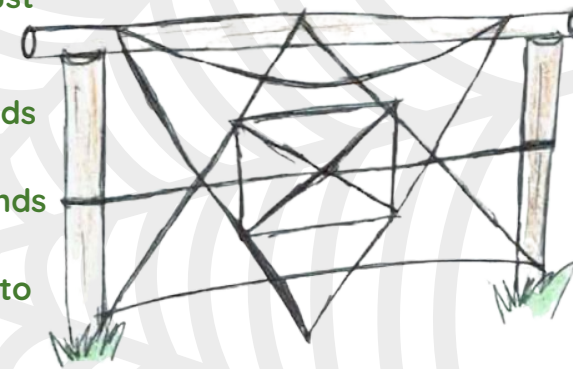
# Spider's Web

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 and (if they want) take part. Children and adults can join in. All adventurers must stay 2 metres away from each other at all times.
- 2 Anyone who wants to take part in the activity needs to make their own individual spider's web. Choose somewhere to make a web out in the school grounds on a soft surface. Or, if you have no grass, ask a teacher if you're allowed to use a PE mat outside to put underneath your web instead.
- 3 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.
- 4 Ask a teacher for some building material for your web. You could use wool, rope, string, masking tape, toilet roll, ribbons, or anything else they have.
- 5 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 your shoulders. And the more holes you can make, the longer the fun will last!

Here are a few design ideas...



Think like a spider!



# Spider's Web

## Part two: Don't wake the spider

Your challenge is to see how many different holes you can successfully climb through without awakening the spider (by touching its web).

*The rules are as follows:*

- 1 Only one person (the web maker) 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 the adventurer or something else 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 adventurer climbing through must return to the start to try again. Their aim is to go through as many holes successfully as possible.

A fellow adventurer needs to act as the spidery judge and look out to see if you touch the spider's web. Be honest, if the web is touched then it's back to the starting position.

Helping each other is the key to success. All adventurers must stay 2 metres apart, but there are still lots of ways you can help each other. Fellow adventurers can look out for you and warn you if you're about to touch the web, as well as suggesting how you might approach a hole differently in order to fit through easier.

### 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!