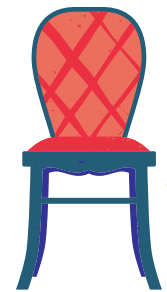
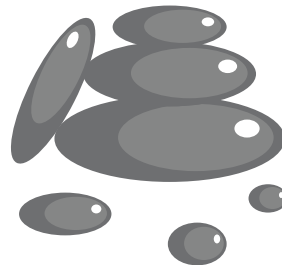


Touch, don't look!

Your challenge is to work together with a partner to explore the world around you without your sense of sight. When one of you is blindfolded and can't see anymore, how will your partner guide you about safely and steadily? And how will you identify the object beneath your fingertips... how does it feel?



- 1 You need 2 adventurers for this challenge, so find someone in your house who you trust to keep you safe.
- 2 First, you need something to make a blindfold with. Maybe a scarf around your eyes, or an eye-mask? A back to front hoody, or a hat you can pull down over your eyes?
- 3 In your pair decide upon a starting point (use an inside or outside area with enough space for 2 adventurers to safely move around).
- 4 One adventurer is blindfolded and the other adventurer becomes the guide.
- 5 The guide needs to look around and pick an object they are going to walk the blindfolded adventurer over to. If you're outside, a branch, a tree, a bench or a rock might work well. If you're inside, a chair, a table, an unbreakable ornament, a robust houseplant or a fruit bowl might work well.



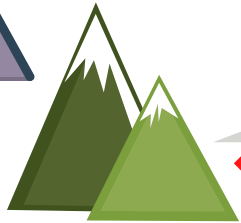
Remember to wash your hands before and after the game!

Please turn over for steps 6-10...

Touch, don't look!



- 6 Safely and slowly, the guide spins the blindfolded person around to help disorientate them. The guide must be very careful not to bump them into anything! And the blindfolded person can hold their hands out in front of themselves, so they feel protected from any hazards around.
- 7 Then, the guide safely walks the adventurer over to an object. When the object is in front of them, ask the adventurer to feel the object with their hands (while still blindfolded). When they have felt it enough, the guide leads them back to the start point.
- 8 Ask the blindfolded adventurer to remove their blindfold, and walk the guide to the exact object that they touched. If they can't work it out, then the guide must take them to the object so they can feel it again, this time with their eyes open, and learn and get better for next time. Now, both wash your hands.
- 9 Swap over! This time the blindfolded adventurer becomes the guide, and vice versa.



Important rules for the guide

When you're guiding someone, you must only lead them on flat ground as they could be injured otherwise. Don't walk them up or down any steps or steep ground, or over uneven terrain or anywhere near cars or roads. Be careful, too, that nothing will bump them in their face or body on their journey. And don't choose an object that's prickly, sharp or delicate as we wouldn't want your adventurer or the object to come to harm.



Good luck!

