



Spider's Web

Aim: To climb through the spider's web without waking the spider!



Part 1: Web weaving



1 This is **great fun** by yourself or in a team with others. If you want to play with team mates, gather them together now.

3 Collect together **materials** for your web. You could use string, washing line, or scarves.



Think like a spider!

4 Weave your spider's web, making lots of **different shaped** holes! Make it close to the ground, no **higher** than your hips, but not touching the floor. The holes in your web need to be **wider** than the tallest person's shoulders.

2 Choose somewhere to make a **GIANT** spiders web big enough for you to climb through! Either make it **inside** your home, or **outside**, so long as it's out of the way of others.



INSPECT THE SPACE around the web to ensure it's **safe** - that means it has to be free of hazards such as: *sharp edges, objects you could fall on, breakable items, hot fires, and steps.*



Part 2: Don't wake the spider!

How many different holes can you successfully climb through without awakening the spider (by touching its web)?

If you want a **harder challenge**, see if you can do it a second time without losing as many **lives**. If you have a clock you could time your first attempt, then see if you can do it **quicker** the next time.

If working as a team **take it in turns** to climb through different holes. When you aren't climbing you can physically **help** others, and you can offer **advice** too.

Time to tidy up and wash your hands!

There are just two rules to remember...

- 1 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**.
- 2 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).