

The Dutchman's Rope

Social-distance teambuilding and activity review prop

ACTIVITY OVERVIEW



This product is designed to help groups observe social distancing requirements in any teambuilding or training event, team meeting or other face to face gathering.

Anytime a group of people gather together there is an atavistic human instinct to draw closer. Closer to the speaker so as to be able to hear what is being said. Closer to friends and colleagues.



We'll be able to return to such scenarios in the near future, but for some, maintaining social distancing and wearing appropriate face coverings is going to be the norm for many teambuilding events and group gatherings for a while. Not an easy task by any stretch of the imagination, but possible with some intentional planning and preparation.

The Dutchman's Rope product (based on a 17th Century Naval measurement tool to measure sailing vessel's speed in 'knots') includes lengths of knotted rope that can help with ensuring social distancing is observed in an experiential way!

Dr. Jim Cain concluded that finding a creative way to help summer camp professionals and other group leaders maintain physical distance between participants would address one of the most challenging problems of 2020 and so the Dutchman's Rope experiential learning tool was invented!

This product works for up to 20 in two teambuilding groups of up to 10 participants each, with a minimum 2m (6 foot) distance between each person, & includes a book of 25 x fun experiential activities (and review techniques) to use while social distancing is required



When using this product in Corporate and adult learning it also has great potential as an experiential learning review tool – where groups have had an experiential learning experience it is important to facilitate the learning from that experience. Helping them to understand what happened can help them translate how that learning might be applied back in the workplace. Alternatively, it can be used as a method of highlighting a point, helping participants feel more comfortable in sharing information, or giving them practice opportunities in consensus decision-making.

Outlined below are some of the RSVP Design team's ideas, but if you have others, please email sales@rsvpdesign.co.uk and we'll add your ideas below (and of course credit your contribution!).



Dutchman's Rope as a Review Tool - some examples

1. Line-ups - ask the group to line up, one on each knot, according to some trigger question. The question could be to individuals e.g.

- Rate your influence on the group's overall performance?
- How 'bought into' the plan were you?
- How would you rate the group's performance?

Or it could be a subject for the group to discuss and look for consensus e.g.

- Rank the group in terms of who generated the most ideas.
- Rank the group in terms of who seemed to be having the most fun

2. Charting Performance - use a flip-chart to identify and sequence the key events that most influenced the group performance, then allocate a knot on the rope to each event. Get the group to discuss each of these events and reach consensus on how each measured up against a trigger question e.g.

- How optimistic were you at that point?
- How happy were you about how things were going?

As consensus is reached on each event then use the rope as a trace on a graph to show how they progressed through the activity - what were the highs and lows? If each individual has a rope this could be an individual exercise and each person presents their chart to the group to illustrate commonality and differences.

3. Circles of Influence - use the rope to make a circle, or ideally use two ropes and make a smaller 'target' circle inside a larger one. Use these to represent individual engagement. Outside the target is "not engaged", the middle is "moderately engaged", inside is "fully engaged". You can also use 'happy', 'satisfied', 'motivated' or your own terms in the trigger question.

4. Preference Graphing - use two ropes and lay them in a cross to form a four quadrant diagram. Designate the ends of one rope 'future' and 'past', designate the ends of the other rope 'positive' and 'negative'. Call out activities e.g. horse-riding, volunteering, skydiving etc, and ask individuals to position themselves on the diagram

- Past/Negative: I'll never do this again!
- Past/Positive: I like doing this!
- Future/Negative: I'll never do this!
- Future/Positive: I'd like to do this!

Adapt the diagram and questions e.g.

Positive / Negative and Enthusiastic / Scared axes:

To explore values and feelings as an icebreaker or at intervals during the course.

"How do I feel about the course we're just starting?"