

Magic Carpet Ride



Planning

- 15 minutes
- 10-12 participants

Materials

- Tarp, blanket, or tablecloth measuring approximately 52 × 64 inches, or a similar size.
- The game can be adapted for larger groups by increasing the size of the “carpet”.

Instructions

- Have the participants stand on the carpet, all facing the same direction.
- Explain that the tarp/blanket is a magic carpet flying through the sky.
- Tell players that the carpet is moving in one direction, but now they must turn around and go in the opposite direction.
- Players must stay on the tarp at all times.
- If anyone steps or falls off, the group must start over.
- The goal is to flip the tarp over and end up facing the opposite direction while everyone remains on the carpet.

Game Play

- Once everyone is on the tarp and ready, begin the challenge.
- Players work together to flip the tarp over without stepping off it.

- As they move and adjust, the group must communicate and cooperate to keep everyone on the tarp.
- If someone steps off, pause the game and reset to the starting position.
- The game is completed when the tarp is fully flipped, and all players are facing the opposite direction.

Variations

Silent Carpet

- Players must complete the challenge without talking, to encourage non-verbal communication and teamwork.

Timed

- Give the group a time limit (for example, 3 minutes).
- If time runs out, they must reset and try again.

Smaller Carpet

- Use a smaller carpet, to increase difficulty and require more coordination.

Leader Swap

- Assign one person as the leader, but halfway through, switch leaders, to develop adaptability and shared leadership responsibilities.

Two-Direction Challenge

- Once they successfully turn the tarp over, have them turn it back to the original side without stepping off.



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Debrief

Teamwork & Communication

- What helped your group work together successfully?
- How did communication affect whether you remained on the carpet?
- What happened when people tried new/different ideas?

Problem-Solving

- What strategy worked best for flipping the carpet?
- What didn't work at first, and how did you adjust?
- How did you decide who should move first?

Reflection & Growth

- What was the most challenging part of the activity?
- If applicable, how did you feel when your group had to start over?
- What would you do differently if you tried again?

Connection

- How does this activity relate to working together in real life or in your group?
- How can the teamwork and problem-solving skills you used in this game help your group work better together in other situations, club activities and leadership roles?

Adapted from *Feeding the Zircon Gorilla: And Other Team Building Activities* by Sam Sikes.

