

# International Bicycle Fund

4887 Columbia Drive South, Seattle WA 98108-1919 USA

Tel/Fax: 1-206-767-0848 ~ Email: [ibike@ibike.org](mailto:ibike@ibike.org) ~ Internet: [www.ibike.org](http://www.ibike.org)

---

A non-governmental, nonprofit organization promoting bicycle transport, economic development and international understanding worldwide.

---

## ANARCHY TO ORDER GAME

IBF-10/6/85

This game is design to discover the importance of traffic flow. Because the game can be steered in different directions a variety of points can be covered. Depending on the age and prior knowledge of the group limit the coverage to the most importance points of safety and following the rule of the road for your group. Role-playing can be developed where peers tell friends why it is important that they follow the rules of the road. The game starts education on safe driving and responsible driving.

Using traffic cones or other markers, establish a square game area. Determine the size by the number of players. Mark an area approximately one foot on each side for each player (i.e. for twenty players the game area will be about 20 x 20). The enthusiasm of the leader is important. Encourage the students to think and talk.

- a. Initially, the only rule is to stay within the area. Have the group walk within the designated area without touching one another.
- b. Encourage them to zigzag and walk random patterns.
- c. Tell the group to walk faster and faster--to a run, up to a sufficient speed that they have trouble not bumping into one another.
- d. Stop the game and discussed what happened as the got in a hurry. Ask if they looked around more as the game got faster.
- e. Discuss what can be done to reduce the collisions. What is done to control other games? Make some rules to organize the game, usually it will be to go in a line, keeping right.
- f. Play the game with the rules, again increasing the speed. If conflicts aren't eliminated repeat step "d" and "e".
- g.) Introduce some more complicated movements that require scanning and anticipating the actions of others. Count off by fours. 1,2,3 are slow. 4's can pass. 3's can cut across center. 2's can park.
- h.) Play the game again.
- i.) Discuss what they had to be aware of to do some of the complicated movements. Emphasize the need for scanning and how that need increases as movements become faster and more congested. If necessary refine the rules and play the round again.
- j. Ask for or appoint volunteer to be a "drunk-driver".
- k. Play the game briefly using this characters. Don't let drunk get too wild.
- l. Ask for or appoint a "police person." Play the game using both characters.
- m. Encourage the police, drunk and class to get into a dialogue about rules-of-the-road and safety. Discuss the danger of one person in the traffic flow who doesn't follow the rules of the road. What can peers can tell their friends about safety to make their bicycling safer?
- n. Develop an overall discussion on the similarities between rules and movements of the game and rules and movements on the road.
- o.) If bicycles are available, enlarge the area by four times. Repeat the game. Start with participants walking their bikes randomly through the area. In the discussion, help the group recognize the difference between bikes and walking; that the bikes require more space, they are not as maneuverable and how much they have to scan to get around.
- p.) Clear the square and allow them to ride in a few at a time. It is useful to keep the students moving at random at first. Initially break up the lapping patterns. Remind them frequently of the need to look in all directions as they ride. This is the first step in developing the skill and habit of scanning.
- q.) Discuss how riding a bicycle requires more attention and control than walking or running. Remind the students how they tended to organize themselves into a lapping pattern. This may be the most basic and powerful illustration of the need and purpose underlying all traffic management. Order makes movement predictable and easier for everyone on the road.