

Overview

Purpose: Team building competitive games

Estimated time: 90 minutes

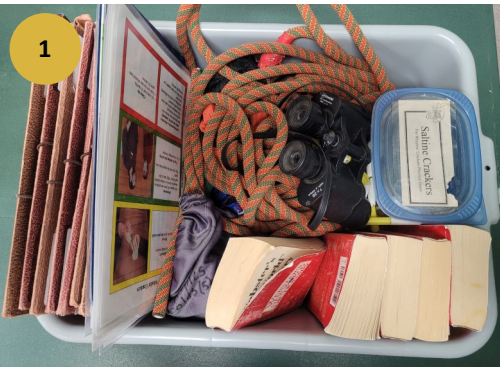
Chaperones will set up and lead students in a variety of challenge activities (14 available). Students will be in teams and competing for points.

Supplies

- Lesson Plan
- Dictionaries
- Animal/Plant Charade Folder
- Transmogrification Folder
- Test your Logic Folder
- Mushroom Mix-up Folder
- Animal Taboo Folder
- Nature Mysteries Folder
- Key a Tree Folder
- Animal Tracks Folder
- Container with Saltine Crackers
- Wet-erase markers (6)
- Blue webbing for three-legged relay (5)
- Blue or green ropes (2)
- Tennis Balls (5)
- Bandannas (5)
- Orange tug of war rope
- Binoculars
- Stopwatch
- Jump rope

Steps to Success

1



- Familiarize yourself with the kit contents.
- We recommend choosing which activities you want to do before students arrive.

2



- When students arrive, break them into even groups.
- Students can come up with group names.

3



- Set expectations for respectful and fun competition.
- Explain that they will be completing different group tasks with the goal of having the most points.

4



- You can choose how many activities you want to do.
- Adults can break up and facilitate different stations.

5

- ⇒ 1st place: 100
- ⇒ 2nd place: 80
- ⇒ 3rd place: 60
- ⇒ 4th place: 40
- ⇒ 5th place: 20

- Points can be distributed after each activity.
- You can use a chalkboard or whiteboard to record scores.

6



- Organize items with their folders.
- We recommend doing this after each activity.
- Let you liaison know the next day if anything was lost or broken.