

Games & activities

compilation by Life Foundation

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BOMBS AWAY

Things to prepare (before presenting this challenge to the team)...

- * A mixing bowl or other container that measures at least 8" in all dimensions.
- * A ruler or any other measuring device that has 6" clearly marked.
- * 20 standard size marbles
- * These materials grouped adjacent to a card stating "Materials for Life Raft":

- o 6" x 6" of aluminium foil
- o 8 paddle pop sticks
- o 4 drinking straws
- o an envelope
- o 6" of scotch tape

- * These materials grouped adjacent to a card stating "Materials for Test Bomb Projecting Device":

- o A5 sheet of paper
- o 2 styrofoam cups
- o 3 rubber bands
- o a balloon
- o a spoon

The Background Story...

Your team has been travelling for days and nights across the Pacific Ocean, keeping in mind your task of transporting cargo to your final destination. But something drastic had happened! Pirates had bombed and destroyed your ship, leaving you floating out in the middle of the Pacific Ocean!

You were able to retain some of your cargo, which has sufficient materials to build a raft. You must ensure that this life raft can survive the bomb attacks from nearby pirates!

The Challenge...

Your team must build a life raft out of:

- * 6" x 6" of aluminium foil

- * 8 paddle pop sticks
- * 4 drinking straws
- * an envelope
- * 6" of scotch tape

Your goal is to make the life raft so durable that it will float for as long as possible, in the event you are attacked by pirates. Therefore you must also build a device that will project these bombs into your life raft from a minimum distance of six inches, from any direction or angle. You will have the following materials to build this device:

- * A5 sheet of paper
- * 2 styrofoam cups
- * 3 rubber bands
- * a balloon
- * a spoon

Your life raft must sit on the water in the container given, however the life raft may not touch any part of the container for support. Your device may project these test bombs in any safe manner and there is no limitation on the number of attempts you may make to project the bombs into the raft. The bombs must travel a distance of at least six inches from the point of leaving the device, land on your life raft and must be supported by it for at least 3 seconds, then must remain in the raft at the time of sinking to score.

You will have 7 minutes to build your life raft and test bomb projection device and then 3 minutes to test the durability of the raft with your device. Testing will cease when the raft is completely submerged underwater, touches the bottom of the container, the raft supports all twenty bombs or time runs out, whichever occurs first.

You will score...

- * 2 points for each bomb that is supported by the life raft (20 bombs x 2pts = max. 40pts)
- * 1 to 15 points for the creative design of the life raft
- * 1 to 25 points for the creative design and effectiveness of the test bomb projection device
- * 1 to 20 points for teamwork

EXPERIMENTAL EXPRESS

Things to prepare (before presenting this challenge to the team)...

* A train with eight carriages (performing area). Create the carriages by marking out squares 3' x 3' with tape on the floor. Form one long line with these 'carriages', leaving a 2' gap between each of the squares. The line can take on any form (doesn't have to be completely straight) to suit your working space (you need a big one!) as long as there is a 2' gap between each carriage. Number each carriage from 1 to 8.

* Cards with the numbers 1 through 7.

* The following items on each of the carriages

- o Carriage 1: a broom/mop
- o Carriage 2: a novel
- o Carriage 3: rope or cord of any length
- o Carriage 4: plastic bag
- o Carriage 5: keyring with keys
- o Carriage 6: one piece of A4 paper
- o Carriage 7: 2 tissues

The Background Story...

It was a dramatic chase on the top of an eight carriage express train! You've escaped the bad guys, but all of your team have split up, sitting on different roofs of carriages on a moving train. But in the event you'd split up, you have planned to meet up on the last carriage of the train...the hard thing is, there are gaps between the carriages you have to cross in order to get there.

The Challenge...

Each team member must select a card that will indicate which carriage you must start on. Please select a card (allow each team member to select a card and stand on their starting carriage). The marked areas are the train's carriages and the spaces in between are the gaps you must cross.

Your team's challenge is to get all your team members on the top of the last carriage. Starting with the team member on carriage 1, he or she must find a creative technique to get over the gap from carriage 1 to 2. The two team members now on carriage 2 must together find a new creative technique to

get them both over the gap to carriage 3. This process continues down the entire train length until all of your team are together, trying to find a creative technique to get the entire team over the gap and onto the eighth and final carriage. If you step outside the marked area or 'fall of the carriage' you must return back to the previous carriage.

You will notice there is an item on top of each of the carriages. You may use these items to help find a creative technique to get over the gaps. These items must be taken with you down the entire train length and the way they are used will be scored as part of your techniques.

You will have 7 minutes to get your team to the final carriage. You have no preparation time.

You will score...

- * 1 to 5 points for the creative techniques used by the team member(s) to cross the gap between carriages 1 and 2 and the gap between 2 and 3 (2 techniques x 1-5pts = max. 10pts)

- * 1 to 10 points for the techniques used by the team to cross between carriages 3 and 4 and between 4 and 5 (2 techniques x 1-10pts = max. 20pts)

- * 1 to 15 points for the techniques between 5 and 6; and 6 and 7 (2 techs. x 1-15pts = max. 30pts)

- * 1 to 20 points for the creative technique used by the whole team to get to the final carriage

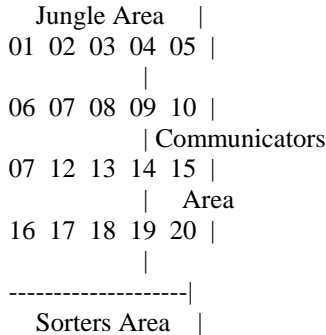
- * 1 to 20 points for teamwork

HUNGRY TREASURE HUNT

Things to prepare (before presenting this challenge to the team)...

- * A presentation area (approximately 14' x 12') marked out as shown below. Each fruit (the numbers) in the jungle is 2' away from all other fruit, the sorters and communicators areas. The communicators and sorters areas should be at least 4' wide.

Presentation Area



- * | Create twenty cards with different pictures of fruit. Number each of the fruit cards from 1 to 20. You should be able to read and see the pictures on the cards from 10'. Place the fruits on their corresponding numbers in the jungle, as above.
- * 10 A4 sheets of paper numbered 1 to 10 to be placed in order and taped to the floor in the sorting area.
- * Provide a copy of two lists to be given to the communicators. On the list should be the following:
 - o 'Retrievers' List: 13, 5, 6, 19, 12, 2, 16, 10, 1, 17.
 - o 'Sorters' List: 10, 2, 1, 19, 13, 17, 5, 12, 6, 16.
- * At least 2 sets of earmuffs and blindfolds
- * Place the following items into the communication area:

- # a can of soda
- # 2 pencils
- # 2 rubberbands
- # 2 balloons
- # 1 comb
- # 5 dominoes
- # 2 plastic cups with water
- # 4 paddle pop sticks
- # 3 leaves
- # 3 cotton balls
- # ¼ cup of rice
- # 2 ID cards

The Background Story...

Your team has been lost in a jungle for the last three days. You haven't had a bite to eat because upon your arrival you read about a curse on an inscription carved into a rock. It states:

Search for the sacred fruits, but only ten you may eat,
Find then eat in order, but first challenges you must defeat.
They who search the jungle, must lose their sense of sight,
The who choose the order, loss of hearing they must fight.
They who guide these challengers, must not say a verse,
They who break these rules, will suffer the island's curse.

The Challenge...

Your team must search for the ten sacred fruits in the jungle. Each team member will be assigned one of three duties: the retrievers, the communicators, or the sorters. You may decide who will be assigned to each task.

Two lists will be given to the communicators. These lists will provide the order that the retrievers and the sorters must retrieve and sort the fruit.

The retrievers will be blindfolded and will be responsible for retrieving the fruits in the jungle. They will be the only ones permitted in the jungle area. Because the retrievers are blindfolded, the communicators must create and use a non-verbal mode of communication using the materials provided, to direct the retrievers around the jungle. This communication should direct the retrievers as to which fruit to get and where to get them from. Each fruit must be collected one at a time and once each fruit is collected, it must be passed from the retrievers to the sorters.

The sorters will be wearing earmuffs and are responsible for placing the fruits on the correct numbered square in the sorting area. They must be directed by the communicators via another non-verbal mode of communication, using the provided materials.

You will have 3 minutes to plan, create your communication methods using the given materials, and assign duties among your team. You will then have 6 minutes to perform the task. During this time, no team member is allowed to speak.

You will score...

- * 2 points for each fruit retrieved in its correct order (10 fruits x 2pts = max. 20pts)
- * 2 points for each fruit sorted in its correct order (10 fruits x 2pts = max. 20pts)
- * 1 to 20 points for the creativity of communication to your retriever(s)
- * 1 to 20 points for the creativity of communication to your sorter(s)
- * 1 to 20 points for teamwork

OH GOLF, OF COURSE!

Things to prepare (before presenting this challenge to the team)...

- * A taped area approximately 8' x 8'
- * Around 1' from the corner of the taped area, mark a circle about 5" in diameter
- * A golf ball
- * the items listed in the challenge

The Background Story...

The DI Play'n'Putt center have asked you to design a new mini-golf course. Though because of the existing creativity displayed in the center, of course, playing in this golf course won't be as simple as hitting a ball into a hole.

The Challenge...

Your challenge is to invent a creative golf course and putting device. You have the following materials to create the course and the putting device:

- * 2 balloons
- * 4 rubber bands
- * a ruler
- * 2 cardboard tubes

- * 2 plastic bottles

- * a pillow
- * 5 sheets of paper
- * an umbrella
- * a shoe
- * 4 pencils

- * 2' of rope
- * 1' of duct tape
- * 10 leaves
- * a credit card
- * a screwdriver

Your putting device will be used to assist the golf ball through the course and must gain most of the energy used to putt the ball from one or more of the given materials. In other words, a team member can't supply the majority of energy used to hit the ball.

You must also create a golf course, where the golf ball must complete tasks before it may be hit into the hole. The course for the golf ball must fulfill the following requirements:

- * the golf ball must pass an obstacle
- * the golf ball must initiate or deactivate an action
- * the golf ball must travel safely off the ground

Once all requirements are completed, the golf ball must end up in the marked golf hole.

You will have 8 minutes to design your course and construct your putting device and 2 minutes to get the ball through the course. In this time, you may putt the ball as many times as required to get it through the course.

You will score...

- * 1 to 25 points for the creativity of the putting device
- * 1 to 10 points for the creativity and degree of difficulty of each of the courses requirements (3 requirements x 1-10pts = max. 30pts)

- * 1 to 10 points for the innovation and complexity of the overall course design
- * 5 points for each requirement successfully completed during the demonstration of the putting device (3 requirements x 5pts = max. 15pts)
- * 5 points for getting the golf ball in the hole before time is complete
- * 1 to 15 points for teamwork

UNNATURAL DISASTER

Things to prepare (before presenting this challenge to the team)...

- * 100 half-size straws and a pack of gum for construction only
- * A shoebox for which the structure will be built on
- * A ramp approximately 2' long, that has its lower end resting against a side of the shoebox
- * a baseball, an electric fan and an ice-cream or other container of approximately 50 marbles to represent the disasters
- * the eight items listed within the challenge

The Background Story...

Your team has been contracted to build the world's largest shopping mall on the world's most disasterous land. The land is famous for its destiny with disasters so it will take pure ingenuity to survive any natural disaster that comes along.

The Challenge...

You will need to build a structure out of half-straws and a pack of gum. Your structure must be built on this shoebox, but it must be self-supporting and cannot be attached to the box. Once built you will test the durability of the building with four disasters:

- * An Earthquake: You will roll this baseball down a ramp three times. The baseball will hit and shake the shoebox the structure is standing on.
- * A Tornado: You will blow a fan on the structure from a distance of 1 foot from the structure, for a duration of 15 seconds.

* A Hailstorm: You will pour a container of marbles onto your structure from 6 inches above.

The final disaster your team will design and test on your structure using the given materials:

- # 5 marshmallows
- # 1 styrofoam cup filled with water
- # 1 paper plate
- # 3 balloons
- # 6" of elastic
- # 2 rubber bouncy balls
- # a computer disk
- # 4 twigs

Once testing commences you may not fix up your structure. You must test each disaster one at a time.

You will score...

- * 2 points for the each inch of the height of the structure before testing
- * 1 to 25 points for the innovative building techniques used to help the structure survive the disasters
- * 5 points for each disaster the structure is not effected by
- * 1 to 10 points for the creativity and risk factor of the team-created disaster
- * 1 to 15 points for teamwork

A-MAZE-ING CLOUD POP-ULATION

Things to prepare (before presenting this challenge to the team)...

* The challenge area divided up into a start zone, a finish zone and a cloud maze.

FINISH

20 21 22 23 24

15 16 17 18 19

10 11 12 13 14

05 06 07 08 09

01 02 UN 03 04

S T A R T

* The maze consists of 25 balloons (numbered 01-24 and one left unnumbered (UN)). Each balloon should be placed about 2 feet apart. Number each balloon exactly as indicated above. Here is the escape order: UN, 02, 06, 05, 10, 11, 12, 13, 18, 23, FINISH. Place inside each of the indicated inflated balloons on a small sheet of paper the number of the following balloon in the sequence. For example, the UNnumbered balloon will have a piece of paper with 02 inside it; the 02 balloon will have the number 06 inside it, the 06 balloon will have the number 05 inside it etc. In every other balloon place a piece of paper with a red cross on it.

* In the start zone place the following materials:

- o 10 toothpicks
- o 6 rubberbands
- o 2 rulers
- o a keyring with keys
- o 12" of string
- o a novel
- o a set of pliers
- o 18" of sticky tape

The Background Story...

You would think that the clouds would be a peaceful place to be, but not when you are being held prisoner by the giant who lives up there!

You are being held prisoners in an overpopulated cloud maze which seems impossible to get out of. The giant is currently sleeping and this is your only chance to escape. You know that there is a combination of 10 clouds you must burst and walk through in the correct order to escape the overpopulated maze... Bursting the correct cloud opens a path to escape,

but burst the wrong one and the giant will wake up, keeping you trapped forever!!!

The Challenge...

These balloons are a cloud maze. You must build a device that will pop the balloons to help you get out of the maze of clouds. Each balloon in the maze is numbered except for one. This is the first balloon you must pop. Inside that balloon will be a piece of paper with a number on it. This will tell you the next balloon you will need to pop. When you pop this balloon, it will reveal the number of the next balloon you will need to pop and so forth.

Because the giant is sleeping, you may not may not talk to eachother when trying to escape...or else it might make too much noise! Also, if you pop an incorrect balloon, the giant will hear and your escape will be over! You will have 5 minutes to build your balloon popping device and then 4 minutes to try and escape the maze.

You will score...

- * 4 points for each correct balloon popped in the right sequence
- * 1 to 30 points for the creativity of the balloon popping device
- * 1 to 30 points for teamwork and communication

CLIFFHANGER

Things to prepare (before presenting this challenge to the team)...

- * Items to be used to build structure:
 - o 20 pieces of spaghetti
 - o a blob of play-doh
 - o a set of dominoes
 - o 8" of duct tape
 - o a can of soda
- * Items to be used to build the landmark:
 - o A4 piece of paper
 - o 4 coloured pencils

- o 1 ruler
- o Scissors
- o 5 pipe cleaners
- * a coathanger
- * a measuring device

The Background Story...

Your team are citizens of a newly formed town. You have decided that you would like to create a landmark and position it hanging off a cliff at the edge of the town's border. It is believed that the significance of the landmark will be further increased depending on how far out the landmark is positioned from the edge of the cliff. As the people of the town have no history and as of yet, no development, the landmark will be created by combining elements of two existing landmarks from somewhere else in the world.

The Challenge...

There are two parts to this challenge. First you will need to build a structure that will support this coathanger as far out from the table as possible. The structure may not be physically connected to the table in anyway. The coathanger must touch the structure at a point higher than the height of the table. To build your structure you are given:

- # 20 pieces of spaghetti
- # a blob of play-doh
- # a set of dominoes
- # 8" of duct tape
- # a can of soda

You will also need to draw or create a landmark out of the following materials:

- # A4 piece of paper
- # 4 coloured pencils
- # 1 ruler
- # Scissors
- # 5 pipe cleaners

You must combine elements of two existing landmarks to create your town's landmark. The landmark may be anything and will hang from the coathanger.

You will have 8 minutes to build your structure and create your landmark. You will then have 2 minutes to hang your landmark on the coathanger. At this time you may explain what your landmark is and the way you combined elements from existing landmarks into your creation. The verbal response will not be scored, only the physical creation of your landmark.

You will score...

- * 2 points for each inch between the edge of the table and the point where the coathanger is touching the structure. This point must be above the height of the table to score. This scoring element will be doubled if the structure also holds the weight of the coathanger landmark.

- * 1 to 15 points for the innovative design of the structure
- * 1 to 15 points for the overall creativity and quality of the landmark
- * 1 to 15 points for the creative integration of elements of existing landmarks

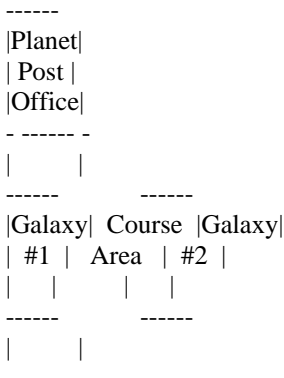
landmarks

- * 1 to 15 points for the approach to the challenge and teamwork

PLANET POST

Things to prepare (before presenting this challenge to the team)...

- * An area marked out as follows. The planet post office and the three galaxies are each 2' x 2' squares. The course area is 3' x 3'.



|Galaxy|

| #3 |

| |

- * Ten large marbles
- * 3 large bowls to be placed in the galaxies
- * The following galaxy list: "2, 3, 2, 1, 3, 1, 3, 2, 1, 2"
- * The following items to build their system
 - o 10 cardboard rolls from wrapping paper
 - o a 2' x 1' of similar size piece of plywood
 - o rope at least 3' long
 - o a bucket of lego
 - o several cardboard boxes of various sizes

The Background Story...

A galaxy has exploded and the planets within it need to be transported to a new galaxy to continue life. This process involves sending the planets through a course, which begins from the planet post office and then divides and connects to three other galaxies across the universe

The Challenge...

Your challenge involves creating a delivery course out of the materials provided that will send these ten 'planets' or marbles to three different 'galaxies' or bowls. All the planets must start from this marked region, 'the planet post office', and must travel through a path until it reaches a point where the planets can be separated into three separate paths.

You will be given a random list that will indicate which one of the three galaxies each planet will need to travel to. You may not touch your planets once released from the planet post office. You may however, touch and operate parts of your course. The planets must land inside the correct galaxy to score. You may make as many attempts to try and get the planets to their correct destination.

You have 7 minutes to build your system and 3 minutes to send your planets through the system.



You will score...

- * 3 points for each planet making it to its correct destination
- * 1 to 25 points for the creativity of the entire system
- * 1 to 20 points for the way the main path separates and sends the planets to the correct galaxy
- * 1 to 25 points for teamwork

ODD ONE OUT

Four pictures or photographs of the following:

- * A can of dog food
- * A fairy
- * A train
- * A playground

The Background Story...

The city art gallery is in a bit of a dilemma. A new attraction, a 'hall of themed photography' is about to be opened in the gallery. There are four photographs that would be suitable for the gallery, however there is only room for three. The president of the gallery has suggested to leave out the photograph that appears to be the odd one out amongst the photographs.

The Challenge...

Your team is a group of photograph experts and will need to come up with an explanation as to why each of the photographs could be considered an odd one out, while the other three can be grouped together in the new themed gallery.

You will need to present a short song about each of the four photographs. In each of the four songs, you will need to explain how one item is the odd one out and why the other three are linked. If you can successfully come up with a reason for all four being an odd one out, the president of the gallery will consider displaying all photographs in the hall.

You will have 4 minutes to prepare your songs that explain why each photograph is an odd one out and then 4 minutes to present your songs.

You will score...

* 1 to 10 points for the creativity of the explanation of why each picture is an odd one out (4 explanations x 1-10 pts = max. 40 pts)

* 1 to 10 points for the creativity of the presentation of your songs (4 songs x 1-10 pts = max. 40 pts)

* 1 to 20 points for teamwork

SDRAWKCAB SUPERHEROES!

The Background Story...

The town is safe once again! A new breed of superheroes has arrived to protect the town, but there is something strange about them. For these superheroes, everyone talks forwards, but the events of the day occur in reverse order, from evening to morning.

The Challenge...

You must present a performance showing the backwards day in the life of these superheroes. You will present their day beginning from the evening and finishing the performance in the morning, that same day.

Included in this performance must be three good deeds performed by these special backwards superheroes that include:

- * stopping a crime or criminal
- * helping someone or something that is disadvantaged
- * saving the city from an external force

You must try to include these events into your backwards presentation. You are encouraged to make your performance as reversed as you like, but to help with viewing your performance, you are asked to talk forwards!

You will have 3 minutes to prepare your backwards performance and 5 minutes to present.

You will score...

- * 1 to 15 points for the portrayal and development of your superheroes
- * 1 to 20 points for the overall creative presentation of a backwards day

- * 1 to 15 points for the creativity, presentation and integration of each deed in the backwards day (3 deeds x 1-15 pts = max. 45 pts)

- * 1 to 20 points for teamwork

A TIME TO CHANGE...AND DESTRUCT!

The Background Story...

You have been warned many times about how if you travel back in time and change something, it will dramatically effect the future. Usually we hear stories about people who change the past which effect the present, though usually these stories are resolved and life returns to normal. But this is reality, and your team has found a time machine that will enable you to test if this theory is true.

The Challenge...

Your team must present a performance about travelling back in time and changing the past, which consequently dramatically changes the present. On the discovery on the change of the present, you decide to go back and change something with the intention of returning the present to normal. But when you return, things change even more dramatically.

You must go back to the past three times after the initial visit, with the intention of returning the present back to normal, though every time you return, the result keeps getting worse! On your fifth and final visit, you will change a single thing that results in the present returning to normal.

You will have 2 minutes to prepare and then you will have 6 minutes to present your five visits and changes to the past and present.

You will score...

- * 5 points for each response that demonstrate the change to the past is intended to return the present to normal (last 4 visits x 5 pts = max. 20 pts)

- * 1 to 5 points for the creativity of each of the changes to the past (all 5 visits x 1-5 pts = max. 25 pts)

- * 5 points for each return to the present which is more dramatic than the previous (the 3 visits after the first x 5 pts = max. 15 pts)
- * 1 to 5 points for the creativity of the effects to the present (first 4 visits x 1-5 pts = max 20 pts)
- * 1 to 10 points for the overall creativity of the presentation
- * 1 to 10 points for teamwork

THAT'S NEW NEWS!

Things to prepare (before presenting this challenge to the team)...

Five pictures of the following:

- * a car
- * money
- * a golfer
- * a screaming person
- * a cow

50 cards with the following words printed on them:

- * \$1000
- * a
- * amusing
- * and
- * Australian
- * bank
- * Betty
- * burns
- * cash
- * championship

- * cow
- * crash
- * disappears
- * down
- * driver
- * farm



- * finally
- * found
- * future
- * goes

- * golfer
- * grass
- * happy
- * hero
- * hits
- * lollipop
- * loses
- * miracle
- * missing
- * Mr Jones

- * Mrs Smith
- * mystery
- * new
- * old
- * sandwich
- * schools
- * shocking
- * solved
- * spends
- * steals

- * the
- * then
- * to
- * turkey
- * turns
- * up
- * vehicle
- * wins
- * wise
- * youngs

The Background Story...

The year is 2025 and news has become a much more integral part of our lives. Journalists now make up over 50% of the population, so to get the best story out is a tough task. Your team of journalists are running out of stories to tell, so you dig up old newspapers from half a century ago. You decide that you will cut up old headlines and photographs, then combine the words and pictures to create new and exciting stories!

The Challenge...

This is a two-part challenge. For part one of the challenge, you will be given five pictures and fifty cards with words on them. You will create three different news stories by creating headlines out of the fifty given words. A headline is defined as a title for a newsworthy story. You may use any or all of the words to create your headlines. You must relate the three different headlines to three of the five given pictures.

For part two of the challenge, you will need to present your three news stories in three different media. Media is defined as a means of broadcasting your newsworthy stories. You must present two of your news stories in the form of two of the following:

- * Television
- * Radio
- * Newspaper
- * Internet
- * Gossip between friends

You will present a third medium that will be original and unique to your team of journalists.

You will have 6 minutes to prepare your news stories and 4 minutes to present your news stories in the three different media, two from the given list and the final one that your team creates.

You will score...

* 1 to 15 points for the creativity of each of the news stories headlines and the innovative connection to the pictures (3 stories x 1-15pts = max. 45pts)



- * 1 to 10 points for the presentations of each of the news stories in the different mediums (3 presentations x 1-10pts = max. 30pts)
- * 1 to 10 points for the creativity of the new team-created medium
- * 1 to 15 points for teamwork

WHY DID THE 'BLANK' CROSS THE 'BLANK'

Things to prepare (before presenting this challenge to the team)...

A 'road' (marked on the ground with tape) that goes through the middle of the performing area. The road should be about six feet wide.

The Background Story...

The infamous chicken that crossed the road for so many reasons has retired. He is looking for a new riddle that can take the place of his.

Your group must divide into two, the 'riddlers' and the 'crossers'.

The Challenge...

Based on the famous riddle 'Why did the chicken cross the road?', the riddlers must come up with four new riddles, replacing the words 'chicken' and 'road' with something new and creative.

However, the main challenge is for the 'crossers' to come up with an answer to the riddle and demonstrating their answer by crossing this 'road'. Before you start your presentation, the 'riddlers' may not discuss with the 'crossers' the riddles they have come up with, so when its time to present, the 'crossers' will have to demonstrate their answers to the riddles completely improvised.

You have 4 minutes to prepare and 4 minutes to present. During the preparation time, the two groups may not talk to each other. However, you may quietly talk amongst your own group.

You will score...

* 1 to 5 points for the creativity of each new riddle (4 riddles x 1-5 pts = max. 20 pts)

- * 1 to 10 points for the creativity and/or humour to the answer to each new riddle (4 riddles x 1-10 pts = max. 40 pts)
- * 1 to 5 points for the presentation of each of the answers to the riddles (4 riddles x 1-5 pts = max. 20 pts)
- * 1 to 10 points for the overall creativity and diversity of responses
- * 1 to 10 points for teamwork

T.I.S (THE INITIALS STORY)

Things to prepare (before presenting this challenge to the team)...

A copy of the story below, enlarged on a separate sheet of paper

The Background Story...

Forgetful storywriter D.I. Nation has lost the final draft of his latest book. All he can find is his first draft where all the important information isn't written in full! The characters, settings and key events are only written as initials, and D.I. Nation can't remember what each of the initials stands for! In all the rush the bottom of his first draft catches fire, and the dramatic finale is destroyed!

What a disaster! Can you help D.I. Nation recreate his story?

The Challenge...

Here is what is left of the first draft of the story. Your challenge is to present this story while revealing what the initials could mean. Please note that each of the initials will be highlighted once for easy reference. Here is the story:

“Once upon a time lived PD, a YT who lived in NS. One day, PD stumbled across a BF. PD was very puzzled by the BF so he went to see AK, a very intelligent ST. AK told PD that there was something mysterious about the BF. PD was determined to know the secret of the BF, so PD went to RN. When PD arrived at RN, PD found an EB. The EB looked very suspicious and started to CS” You will need to present this story in a dramatic presentation ensuring to conclude the story, saying what happened after the

EB started to CS. You will also need a title for the story, which have the initials TIS.

You will have 7 minutes to complete the story, filling in the initials and 3 minutes to present the story.

You will score...

- * 1 to 5 points for the creativity and integration of each of the initials (10 initials x 1-5 pts = max. 50 pts)

- * 1 to 15 points for the creativity of the conclusion

- * 1 to 20 points for the overall creativity and quality of the presentation

- * 1 to 15 points for teamwork

ON YOUR MARKS?

The Background Story...

The court battle was becoming tenser as everyone kept coming up with different reasons why the battle at the end occurred. Your team as court re-enactors have concluded that only three of the stories given amongst the plaintiff, defendant and witnesses, could really result in how we know the situation ended. The judge has asked you to present the three stories which demonstrate how the battle between good and evil started.

The Challenge...

Your challenge is to present a re-enactment that ends in a dramatic battle between good and evil. You will present this story three times, but each time you perform it, it must begin in a different way. Though you must ensure that each of the stories link to an ending which remains exactly the same between all three presentations.

You will have 4 minutes to prepare and then you will have 2 minutes to prepare each of the three stories, remembering the beginning of each story must be uniquely different, but all the endings must remain exactly the same.

You will score...

- * 1 to 20 points for the creativity and overall presentation of the story's ending

- * 1 to 20 points for the performance and innovative link to the ending of each of the three alternative beginnings (3 alternative beginnings x 1-20 pts = max. 60 pts)

- * 1 to 20 points for teamwork

A WORD PAINTS A THOUSAND PICTURES

Things to prepare (before presenting this challenge to the team)...

- * a single die

- * six numbered pictures of (or similar to) the following:

1. a family going on a holiday
2. a haunted house with ghouls
3. Santa Claus delivering presents
4. Aliens from outer space
5. a Teddybear's picnic
6. a contemporary art piece

- * Twenty cards with the following words or phrases:

- * Sausage
- * Telephone
- * Aeroplane
- * Puzzle
- * No
- * Flying
- * Magic
- * Surprise
- * Play
- * Wobbling
- * Long
- * Bubbly
- * Beautiful

- * Evil
- * Purple
- * Bangers and Mash
- * Pop Goes the Weasel
- * Wet Cement
- * When Pigs Fly
- * Walla-walla Bing-bang

The Background Story...

An evil spell has hit the world. The spell restricts people from using any word except the last thing they said before the spell was casted. The spell was casted? The spell was casted! The spell, was casted.

One team member will roll a dice. The number rolled on the dice will indicate which one of these pictures you must create a story about. Each team member will then select a card that has a single word or phrase on it. The word or phrase you select is the last thing you said before the spell was casted and will be the only word(s) you will be able to say when you present your story.

The Challenge...

Your challenge is to create and present a story based on the randomly selected picture, with each team member only being able to say the word or phrase on his or her card. You must experiment with the way you can express your words or phrases, using various feelings and emotions, to give the word or phrase a new meaning, just in the way it is said. The way that you experiment must be used cleverly, in order to successfully portray an interesting and coherent story.

You will have 5 minutes to prepare and 3 minutes to perform. In your preparation time, you may say whatever words you want. As soon as the performing time starts, you may only say the word or phrase on your card, to convey the story.

You will score...

* 1 to 20 points for the creative story based on the randomly selected picture



* 1 to 20 points for the clarity of the presentation of the story using only the given word or phrase

* 1 to 20 points on how creatively the given words or phrases are used to portray the story

* 1 to 20 points on the way the words were used to explore different feelings and emotions

* 1 to 20 points for teamwork

QUICK CHALLENGES

These challenges are intended to be fun warm-ups at meetings:

Patience

Build a card structure as high as possible, outside on a windy day!

Missing Meatballs

Have the children pick names of historical or fictional characters out of a hat. Each child is to portray that character in this performance challenge without saying the name of their character or anyone else saying the name of any of the characters. The performance should solve the following problem:

All of the meatballs in Italy have been stolen! Who stole them and how can you get them back?

Remember, use the unique personality characteristics of your character when trying to solve the problem. 4 minutes to prepare, 2 minutes to perform. Examples of characters are:

- # The Beast from Beauty and the Beast
- # Martin Luther King Jr.
- # Abraham Lincoln
- # Dorothy from the Wizard of Oz
- # Tarzan
- # Angelica from Rugrats
- # Bugs Bunny

Points are scored for each character the judges can identify, and the creativity of the presentation. Humor is encouraged.

You light up my life

Using anything you can find, try and 'light' up a lightbulb without using any electricity or batteries.

Sitting Duck

Invent a new sport that involves hitting a target. Then you must build a device that will hit the target as accurately as possible.

Scaling the Impossible

Set up a see-saw or scales using a large wooden board. Balance as much material as you can on either side of the scales. The objects placed on either side should create two contrasting themes. The more you balance the more you score! The more creative your themes, even higher the score!

Kamakaze

Set up a 5' track on the top of a table(s). Using the usual materials (balloons, envelopes, popsicle sticks etc) design a vehicle that will go down the track and will stop as close to the edge of the table as possible without it falling off. You have three attempts!

Contemporary Hot Potato

Sit the group in a circle. The group must pass a 'potato' around the circle as many times as possible in 3 minutes. The catch is that no one may use their hands, and everytime the potato is passed, it needs to be passed in an original way...no technique may be used twice.

The most confusing challenge ever...

Give the team a phone book and say "You have 5 minutes, your time begins now". See what the team does with the phonebook. Don't say anything else to the team throughout the entire challenge!

Snowmachines

Using the materials available, the team must create a snowmachine that will rip up a piece of paper into as many 'snowflakes' as possible. The team-created device is the only thing that may touch the paper. Score for the number of snowflakes made. As an added challenge, morph the device into a snow-plough that will clean up the snow created by the snowmachine.

Assembly Line

Your team is given lots of toothpicks, lots of 1" straw pieces, mailing labels, paper slips, plastic spoon, scissors, piece of string and a large rubber band. Your goal is to get one toothpick inside a 1 inch drinking straw piece, without touching either item with any of your body parts.

You have 1 minute to plan and 3 minutes to perform the task.

You will score 1 point for each "assembly" that makes it to the designated place. You will also be scored on teamwork and creativity.

Breezer

Two teams build a three story building that must sustain a slight breeze (blow from an adult standing three feet from the structure) using the following tools: tiny marshmallows, toothpicks, three pieces of full size construction paper, tape.

Cup Structure

Create a structure using only 10 small paper cups that must stand by itself on a table with all cups touching at least one other cup. You will have one

minute of “think time” and two minutes of “build time”. You may talk during both times. You will score:

Teamwork shown: 1-20 points
Creativity of Structure: 1-20 points
Number of cups used: 10 points
Number of cups 1st Level 10 points each cup
Number of cups 2nd Level 20 points each cup
Number of cups 3rd Level 30 points each cup
Etc. for each higher level

Space Creation

Using 12 peanut shells, 1 wad of chewed bubble gum and 6 goldfish skeletons, construct a sub-space antenna which will allow effective communication with the outer edges of the galaxy.

Up Up and Away

Have the kids make up a superhero. Then give them some materials (like 2 large pieces of paper, some tape, scissors, two markers) and give 5 minutes for them to design a costume for their new superhero.

Knock 'em down!

Take 20 pop bottles and get them all to fall from 5 feet away. One person is blindfolded... that person is the only one who can knock them down... using a meter stick, a 2 foot piece of string and a pail... the sighted people can tell the blindfolded person what to do using words... the group can only use 21 words only and each person can use up to 3 words a piece...8 minutes

Get Down to the Ground

We can have 2-3 kids match up with a parent. Have the group stand up together. Each group would have 1 sheet of paper with 6 PostIt notes on it, 3 pipe cleaners, 1 pencil and anything else that we can get easily (string, etc.). Then we tell the kids they have 3 minutes to use their imagination to

build an object that the parent can hold one end in their teeth, and the other end will extend all the way down to the floor. There are lots of opportunities for creative SCAMPER applications. The kids will have to work as a team, and the parent will have to stay out of the solution. At the end, we can compare solutions and talk about the teamwork and non-interference aspects.

Creative Christmas

Use straws and paperclips to make Christmas decorations

Unstable Bridge

Build a bridge that is at least 12" long, touches ground at beginning and end only, made of straws and paperclips only.

Dish up Ideas

Each person in the group has to come up with something that can be made out of a 9" paper plate....keeping the paper plate intact. The same paper plate is used by the entire group and no team member can use a previously used idea. (Example of something which could be made from the plate is a hot dog bun.)

Rollin' Ride

Your best friend (a tennis ball) needs a ride to her grandmothers house but can't find a ride. Using 5 buttons, 4 pencils, 20 pieces of spaghetti, and 15 marshmallows, create a vehicle to transport her in. Four minutes to design and build vehicle, two minutes to present your creative masterpiece.

Orderly Communication

Students are given two minutes to discuss how to communicate with each other in a method other than verbal and are to describe 5 items. One student will then be given a particular order in which the items are to be displayed by the last person as the communication process begins with one person

communicating to another one at a time. The last person is to place the items in which he/she understood.

Chopstick Chain

Create a chain by linking 20 paper clips together. Giving each team member just one pencil, and with no permission to speak, try unlinking all the paperclips in the quickest time possible.

Body Builders

Design a logo for your team and then create it by using your team member's bodies.

Waterway

Get two plastic cups. Fill one up with water and then place them 6' apart. Given only a spoon, a straw and a tissue paper, transfer the water from one cup to the other, without moving the cups!

Cat Walks on Newspapers

Tie all your team's hands behind their backs. Your entire team must create the latest fashions using a newspaper. You will then put on and wear your creations, with your hands still tied behind your back. Parade them down the street!

The Sand Witch

Mark out a circle with a 3' radius. Have one team member (or the manager) kneel in the centre of the circle. Given 2 slices of bread, ham, a slice of cheese, two yard sticks, 3 pieces of rope and a sheet of paper, make a sandwich on top of the person's head in the centre of the circle. You may not enter the circle when making the sandwich and the person in the centre of the circle cannot help with making the sandwich.

Challenge 10 - How the Cookie Crumbles

Build an artistic sculpture out of 21 cookies. Then, by only touching one cookie, lift the sculpture off the table!

Life Raft

Get your entire team standing on a single piece of A4 paper. No team member may touch the ground.

Floating Feather

Given only a shoe, 5 tissue papers, a magnifying glass and a balloon, keep a feather floating in the air and at least two feet off the ground for five minutes. The feather may be hit to be lifted higher into the air, but it may not rest on any of the items - it must 'float in the air'.

Stability

Present a performance that explains the stability of your team's business. Your business has something to do with 'balance'. Your team must present this performance while balancing on one leg. You must further show how stable your business is by showing how well your team can balance in a complicated situation.

Repetition is the key. The key is repetition!

Each team member must play an important character in a short play about a car salesman selling a vehicle. The challenge is that your team will present this performance the same number of times as the number of members in your team. But each time you present it, your presentation will consist of the same characters, but will have a different team member playing it each time. You are not allowed to prepare this performance, nor may you discuss beforehand who will be playing which characters when. The goal is to have each performance identical even though everyone is playing a different character each time.

Challenge 19 - In the clouds and under the sea

Your team must present a story in mime that takes place in two locations, in the sky and in the ocean. Your challenge is to make the movements of your characters as if they were really in the sky and in the sea. You may NOT use any props for assistance.

That's a rap

Split the team in half: one half are directors the other half are performers. The directors will have to direct the performers to perform an opera. The catch is that the directors must direct the performers in the form of rap.

The centipede

Have the team stand in a line, one behind the other. Connect the feet (using ropes or whatever other method) of the entire team, so that all the team's right feet are connected, and all the left feet are connected. Present a performance about a centipede who has to go through an obstacle course.

Shrink

Present a performance that takes place in your class room. Throughout your performance you must imagine that the room is shrinking. Highlight the difficulties in this situation. After a few minutes, imagine that you are shrinking as you perform and the room is getting a lot bigger than you are. Highlight the advantages of this situation.

Synchronised Swimming

Lie on the floor, pretending you are a synchronised swimming team. Without letting your back lose contact with the floor, present a story of how a famous bridge was made. You will need a large floor space for this one!

Modern Chinese Whispers

Send all but one of the team outside of the room. The team member inside the room is given the phrase "Let's go to the park!". One team member

from outside enters the room. The two team members must improvise a scene about anything. The first team member must try and get the second team member to try and say the given phrase. Once the second team member has said it, another team member from outside must enter and join the scene. The second team member must try and get the third team member to say it and so forth until the entire team is in the room and everyone has said the line. The quicker the performance, the better!

The Name Game

Team makes a circle, one member starts by saying a name (ex. Jules Leotard - trapeze artist who designed a form-fitting costume named the leotard) The name must be someone who is known by the team or is known by at least one of the team. The next person counter-clockwise uses the first letter of the last name as the first letter of the first name of a person. If the same letter is used for the first and last name (ex. Roy Rogers) or the person is known by one name (ex. Cher) the direction reverses. A name can only be used once during a session. To encourage team-work, the team member responding may accept help from another team member who is noting that they have a suggestion - Non-verbally.

The Start Button

Describe the start button and how it is used. (Eg. what does the button look like to start a conversation?)

Not On Board

Create, name, and describe an animal that got left off of the Ark

The Key of the Challenge

Name types of "keys" (Eg. mon-key, tur-key, Key West)

Past Problems

Name as many problems from the past as you can.

Bear it All

Think of creative uses for the word "bear", as in use it in other words or phrases.

Kibbles and Bits

Students are given 2 minutes to think and 4 minutes to respond. They are to go to the store, find dog related items, buy them and then go home and use them. There will be no talking.

What is it?

The objective is to develop dramatic interpretation skills. Each child thinks of an object to portray. Another student calls of any student to become the object they decided on. Portrayal may involve movement, body position, and/or facial expressions.

Riddle me this

What's big and has four legs and if it falls out of tree it will kill you?
Present this.

Ice Cream Cones

Pretend you and your teammates are ice cream cones at a football game concession stand. It is very cold and customers aren't interested in buying you. Creatively market yourself to customers. You have 1 minute to plan and 1 minute to make your sales pitch.

Inter-National

Name Spanish Cities in California. It must originate from a Spanish name.



A Clash of Time

You are one of seven children chosen to travel to space. You are going to be in space for 10 years. However since life in space is longer than down on earth your family and everyone you knew has age 30 years. You have only aged 10 years tell us what life was like in space and what life is like on earth now that 30 years have passed.

Held High in the Sky

You are given a file folder, 2 sticky mailing labels, 3 paper clips, scissors, 50-100 marbles, cardboard tube that fits a tennis ball, tennis ball, hard rubber ball. Your challenge is to build a container to hold the marbles. You will score 1 point for each marble it holds, 1 point for each inch of height of the container, 10 points if the container holds all the marbles when a tennis ball is rolled down the tube and hits the container and another 10 points if the container holds all the marbles when a rubber ball is rolled down the tube and hits the container.

Blind Builder

Blindfold one team member and have the other team members verbally direct him to complete some task, such as duplicating a structure of legs. Give points for completion of the task and teamwork!

Pet's Paradise

You are given a large piece of butcher paper and markers. The team is to draw a creation of a pet they would like to have. They need to draw in all unique features that their pet would have and then explain why their pet would have these features.

Tall or Fall

The Background Story: Your team needs to make a display of pingpong balls for the sportgoods dept.

The Challenge: You must stack the balls as high as you can. The balls must be supported by other balls. The feather must be placed onto the top of the stack without anyone touching the feather. You are given 30 pingpong balls, a piece of paper, six mailing labels, four straws, a pair of scissors and a feather. You have eight minutes to build your stack and be scored.

You will score:

- * Balls on the table score zero
- * Balls supported by the balls on the table will receive 2 points.
- * Each ball supported by 2 point ball will receive 4 points.

* Scoring continues with each ball receiving double the score of its supporting ball. In other words, a ball which is five balls high will receive 16 pts, and a ball eight balls high will receive 128 pts.

* Balls must be supported for at least 3 seconds to receive score. All layers are scored at the same time.

* Feather placed on top without touch doubles the score of the last layer.

All Wrapped Up

Get two people to wrap a present each with a hand behind their back

In the Nick of Time

Given 1 small rubber ball (you can substitute any ball as long as it's small), your challenge is to get everyone to touch the ball in the least amount of time. No more than two people can touch the ball at once.

Long and Tall

Provide the team with several miscellaneous supplies, selecting from this list (or whatever you have or strikes your fancy): like 2 pieces of paper, 5 index cards, a 12" piece of yarn, 20 paper clips, 5 mailing labels, 1 pencil, 10 pieces of spaghetti, a 5" piece of duct tape, 15 mini marshmallows and a pair of scissors. Give the team 5 minutes to work together to build two structures, one that extends as long as it can, one that builds as tall as possible. You will score 1 point for each inch long, 10 points for each inch tall, 1-15 points for creativity, and 1-15 points for teamwork.

The Egg

Challenge: Your task is to make an egg stand on end by using the items provided.

Time: You will have 4 minutes to use your ImagiNation to make the egg stand up.

Set-up: On the table are an egg and some materials that you can use to make the egg stand on end.

Procedure: A mother hen has laid an egg which has unfortunately rolled off the roost and out of the chicken coop. This lonely forgotten egg needs to

stand up so that its mother can find it. Before the end of 4 minutes time, your team's job is to use your ImagiNation to creatively solve this egg's dilemma so that it will not "DI."

Materials: 1 egg, 1 rubber band, roll of tape, 1 piece of paper, 4 brads, 2 popsicle sticks, and 1 marker

Scoring: You will score:

20 points for the egg standing up

1-25 points for teamwork

1-30 points for creative solution

1-25 points for creative presentation of use of materials

Emergency Exit

Build a building with an opening and closing door using no adhesives. You are given spaghetti, sticks, foil, saran wrap, paper clips etc.

Fry Tower

When visiting McDonalds, have the kids build a structure out of french fries which can support a Big Mac.

Long and Tall

You have 10 minutes to create a complete set of costumes for your favorite fairy tale using duct tape and aluminum foil.

Stuck for Ideas

Using a variety of food items, some of which stick together, such as gum, gummy bears, fruit leather, etc, create a device that might be used by astronauts in space and describe its purpose. It must be something other than "to eat".

Gold Medal

Explain the latest Olympic Sport 'Yurenschia'. Then have all your team play this sport.

Two Left Feet

In the form of dance (no talking allowed), your team must tell the dramatic tale of how you lost your favourite possession in a natural disaster.

Invisible Band

Each team member must make the noise of an original instrument. On the count of three, your team will improvise an original song by combining the sounds of each of your individual instruments.

The Future

Present a poem about what will happen to your team tomorrow. Each line in the poem must rhyme with the word 'dog' and once you've used a word to rhyme with dog, you may not use that word again. Create the longest poem possible until you can't rhyme with dog anymore.

Billy and his pineapple

Using your team mates as puppets, create and present the puppet show called "Billy and his pineapple"

Can't see where this one is going...

Blindfold a team member. You must present a performance about blue shoes. The blindfolded team member is the only character in the story, the rest of the team must act as props. The props may do anything to help the blindfolded team member tell the story (by becoming the appropriate props), but the props can't control what the story is about. Every 3 minutes, a new character can be added to the story by blindfolding another team member.

Snapshots

Divide the team into two. Half of the group must tell each other about their summer vacation. The other half of the group must act out photographs as the vacations are being described. The people acting out the photograph must hold the photograph (stay completely still) for at least 20 seconds. When one of the group describing their vacation laugh at one of the photographs, the groups must switch roles.

Long Distance Call

Split your team up into two and then stand 100 feet away from each other (you probably can't do this one indoors). One group must try and act out a famous fairy tale or nursery rhyme and the other team must guess what it is.

Through the Rooms

Create a list of words for the team to communicate. Split the team into three groups. Have group 1 communicate each word to group 2 which then has to go into another room and communicate the word to group 3. You can use this problem to have the team practice various forms of communication.

Fishy Fun

Name puns dealing with ocean life. eg. "play me a 'tuna'"

One at a Time

The team must tell a story one sentence at a time (with each person saying one sentence). It must have a beginning, middle, and end. Scoring based on creativity and completion. Purpose: Listening to each other, building on another's ideas.

Story Cards

Give the team a deck of cards. On each card, write an adjective or a noun. The first team member picks up the card and begins a story using that word.

They continue until a signal is given by the judge. The next person picks up a word and continues. The words can be scored ahead of time according to difficulty.

Licensed to Plate

Write a few letters and numbers (up to 7) on a piece of paper, such that it looks like a license plate. The challenge is for the team members to come up with ideas for what these personalized license plates could stand for.

Some examples (but you can make up your own easily, too):

SPTR

1XTR

ICX

A4NT

DB2L

10DR

R8DG

TOOT

W8FRM

They could also make up their own personalized license plates.

Completely New Age

You must create a new way to celebrate your birthday in this new millennium without the traditional birthday cake. You are the president of a party store and want to boost sales.

Mars before Midnight

Cinderella's stepmother accepts a job transfer to Mars. Create a 5-minute improv that shows us what Cinderella's new life is like and how her fairy godmother grants her wishes.

Taxi Driver!

Make a list of several names of people you know or ways people act! Have one member be a taxi driver and the other teammates pick a name/personality. Have the taxi driver guess the person when they do that

person leaves the taxi and the next one goes in... try to make the conversation last as long as possible. Dont go right out and say who you are!

Dancing Queen

Listen to a disco song (Dancing Queen) and rewrite the song about Santa and his elves. Add the dance moves.

Pop-ular Uses

Name as many kinds of uses for popsicle sticks you can come up with.

I'm Going on a Picnic: The Series!

Play "I'm going on a picnic..." but instead of just a straight list of things build sentences with as many words as possible in alphabetical order. To be extra creative, choose a specific place for a theme.

"I'm goin on a picnic," Anna barked.

Carla didn't even freak out.

"Go Home!"

Instead, just kick lemons, mangoes and nuts over the power lines.

This is a good warm up IC. It gets a team thinking and makes them cooperate. One sentence per child.

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