

Wood Badge Ticket #3

For my third Wood Badge ticket, I wanted to help the young men accept each other and work as a team. To accomplish this, I set a goal to use initiative games to help my Varsity Scout Team become a “high performance team”.

Over the past 6 months, I have collected initiative games from many different places; from books, the internet, and from various scout training meetings like Wood Badge, University of Scouting, Varsity Scout Basic Training, and Roundtable.

The following pages contain just a few of the hundreds of games that I have collected and they have all proven effective in building a team of young men or young women.

While I have found initiative games in many places, the following books are my favorites, and I highly recommend them to anyone who wishes to have a collection of team building and initiative games. My favorites are:

Troop Program Resources, BSA publications

The Bottomless Bag Again!? Second edition, Karl Rohnke, 1994

Teamwork & Teamplay, Jim Cain and Barry Jolliff, 1998

The Best of Scout and Youth Games, Sabina Bigelow and Sabina Bytheway, 1998

The following web sites also have fantastic information on team building games:

<http://www.teamworkandteamplay.com/>

<http://www.wilderdom.com/games/InitiativeGames.html>

<http://www.learning-for-life.org/exploring/resources/99-720/x07.pdf>

<http://www.eagle-bluff.org/Initiative%20Games.pdf>

<http://www.k12.wa.us/TeenAware/Forms/Cooperative%20Games.doc>

I hope as you read through these games that you will come to the conclusion that team-building games are an important part of an effective scout program. If you have any questions about initiative games or would like to add your favorite to my growing library please feel free to email me at jamisony@comcast.net.

Yours in Scouting,

Jamison Yardley

WE7-590-4-05

“I used to be a bear...”

Initiative Games

Initiative games are different from most games that are familiar to us. What's different is the way we play them. These games require lots of strategy and skill. Everyone has fun, and in that sense, everyone wins.

Initiative games are purposeful activities with specific goals and learning processes that are less competitive and less rule oriented. They can best be described as "action-and-reflection" experiences. These games

1. Have a specific objective or objectives, such as cooperation, trust, or imagination, through physical and verbal group activity.
2. Are problem solving in nature.
3. Must be talked about or reflected upon in order to have the maximum impact on the participants.
4. Are fun.

How to use initiative games

Be Prepared. Familiarize yourself with the Activity you have chosen. Know how the game is played, what the objectives are, and how its parts lead to the learning objective. **Make the rules clear.** Make sure everyone understands the problem they must solve before they begin. **Stand back.** Let the team solve the problem themselves. Plan a strategy ahead of time so you can help if the team gets into trouble with the game. **Think** about some questions to ask during the reflection following the activity.

After the games, lay the ground rules for discussion. Facilitate the discussion by using thought-provoking questions that are open-ended, require thoughts about how they feel, or require judgment. Finally ask a closing question such as what did you learn? Or What would you do differently?

Remember that the value of the game (and the value of scouting) often lie beneath the surface. Reflection helps you ensure that these values come through to your Scouts.

(Taken from *Troop Program Resources*)

1. All Aboard

Objective:

To have a group of scouts 10-20, aboard a 2 foot square platform without anyone touching the ground around it.

Rules:

1. Each person must have both feet off the ground
2. Everyone must remain on the platform for at least 10 seconds

Reflection/Discussion Prompts:

This exercise stimulates discussion about team effort, group and individual commitment, leadership, compassion, and group problem-solving dynamics
(Game taken from *Troop Program Resources*)

2. Human Ladder

Objective:

This game will help Scouts develop trust and learn to be responsible for each other's safety.

Equipment:

Six to 10 smooth hardwood dowels about 3 feet long and ¼ inch in diameter.

Procedure:

Pair the scouts and give each one a “rung” of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds from one rung to the next. As the climber passes by, the pair holding the rung may leave that position and go to the front end of the ladder, extending the ladder length indefinitely.

Note: the direction of the ladder may change at any time (making a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.

Reflection/Discussion Prompts: How did you feel when you were climbing? When you were holding the rung? Did your feelings change after the first climber took their turn? Did trusting some people make your climb easier?

(Game taken from *Troop Program Resources*, Variation can also be found in *The Bottomless Bag Again!?*)

3. Stepping Stones

Objective:

This game is a great team building exercise.

Procedure:

Give everyone in the patrol, except the patrol leader, a “life support capsule” (a 6-inch-square block of wood). Each life-support capsule must be in contact with at least one human at all times. (The capsules can be touched by more than one human). If a capsule loses contact with a human, it is taken away. The patrol must get from point A to point B, about 15 to 20 feet, without touching the ground, using the life-support capsules as stepping stones. If anyone touches the ground, the patrol must start over.

(Game taken from *Troop Program Resources*)

4. Tangle Knot/Human Knot

Procedure:

Ask the group of 10-16 Scouts to form a tight circle. Have everyone close their eyes and extend their right hand toward the center of the circle. Ask each person to grasp someone else's hand. Repeat this step with the Left hand. When every hand is grasping another hand, tell the participants to open their eyes and listen to their objective.

Objective:

Without letting go of hands, the group is to unwind, freeing themselves from the seemingly impossible knot and forming a circle.

Rules:

1. Hand-to-hand contact may not be broken when unwinding the knot. Grips may change and palms may pivot on one another, but contact must be maintained.
2. When the group is finally arranged in a circle, the arms of some individuals might be crossed. This is part of an acceptable solution.
3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.

Note: A team sometimes forms a knot that cannot be fully untied or reaches a point where it is physically impossible to continue a particular solution. In either case, the instructor may change the grasp of one or several participants or may restart the challenge by having the patrol form a new human knot.

Variation: add ropes. Each person has one rope.

Reflection/Discussion Prompts: Did you feel that the other members of this group respected your abilities during the unwinding process? Was there a single leader helping the group, or a variety of leader during the process? Did the leadership change during the activity? Was there a moment when you thought the whole thing was impossible? Were some participants able to unwind themselves very easily, while other were more difficult? Does this situation seem similar to any in your life?

(Game adapted from *Troop Program Resources*, *NYLT*, *Wood Badge*, and *Teamwork & Teamplay*)

5. Brownsea Island Turnaround/ Magic Carpet

Objective:

A patrol on Brownsea Island is asked to help conserve the area by rotating its campsite. Because of the small size of the Island, the most appropriate solution is to flip over the entire island.

Alternative story line:

Your group is on a magic carpet ride, high above the fields of the surrounding countryside. You suddenly realize that you are going the wrong direction, because the carpet is up-side-down! Since you are no longer touching the ground, you must turn the carpet over, without stepping off the carpet.

Equipment:

A durable tarp, drop cloth, or sheet of plastic approximately 5x5 feet in size.

Rules:

Spread Brownsea Island (the Tarp) flat on the ground in an area free of obstructions. The entire patrol stands on Brownsea Island. Without stepping into the "water" surrounding the island, patrol members must figure out a way to flip over the island and spread it out again so that they can stand comfortably on the other side. Patrols must follow these rules:

1. All patrol members must remain on the island for the duration of the challenge.
2. No participant may be lifted above shoulder height.

Reflection/Discussion Prompts:

After the patrol completes this task, encourage them to discuss the strengths and weaknesses of their problem solving methods and to consider other ways they might have achieved their goal. Discuss the problem solving techniques of brainstorming, multi-voting, and consensus. Ask if they were active or passive in contributing to the finale solution.

(Game taken from *Wood Badge, National Youth Leadership Training, and Teamwork & Teamplay*)

6. Group Juggle 3 variations

Toss-A-Name Game

Purpose:

Icebreaker, Teamwork

Equipment:

Crazy balls or other soft throwing items

Procedure:

Begin with everyone in a circle and one object to be thrown. The first person throws the object across the circle to someone who then throws the object to someone else.

Everyone should catch and throw the object just once, remembering whom they received from and to whom they threw. The first person to throw should receive the ball last.

Begin the sequence again, continually adding objects so that the group is juggling as many objects as possible.

Variations: Call out the person's name you are going to throw it to. Another variation is to make it a timed activity. Another variation would be to see how many balls the group can juggle at one time.

7. Trolley Boardwalk

Equipment:

Two 2-by-6 boards, each 10 to 12 feet long and having 8 foot lengths of rope attached to it at 1 foot intervals.

Procedure:

Mark the start and finish points of the trolley course. While standing with one foot on each of the two boards that make up the trolley, patrol members grasp ropes attached to each board and then synchronize their movements to propel the trolley the length of the prescribed course.

Storyline:

While visiting the boardwalk at the beach on one of the hottest days of the year, your group has encountered an incredibly hot patch of sand on the way back to the ocean. Your entire team ends up cooling their heels on some rather unusual looking boards, that might be able to transport you to the cool water. But you will have to maneuver these boards around the various sunbathers, sandcastles and other beach debris that you encounter along the way.

Rules:

1. Once the trolley begins to move, participants may not touch the ground.

2. A time penalty will be assessed whenever a participant steps off the trolley.
3. Trolley sections may not be placed end-to-end or on top of each other.

Variation: Traverse the trolley backwards.

Reflection/Discussion Prompts

How did your group decide on the technique it was going to use? Was the technique useful for keeping the group in step with each other? Did your group experience breakdown? What happened then? Which was easier, going straight, turning, or backing up? What other techniques could you use for board walking?

(Game adapted from *National Youth Leadership Training* and *Teamwork & Teamplay*)

8. Wiggle Woggle or Bull Ring

Material: Large Metal ring (large key rings work well), eight lengths of parachute cord or other light line, approximately 10 feet each, balls of assorted sizes, bucket or large metal can.

Preparation: Prepare the Wiggle Woggle by using bowline knots to tie the ends of the cords to the metal ring (one cord for each person). Lay the ring in the center of the activity area and arrange the cords on the ground as if they were the spokes of a wheel. Place one of the balls on top of the Wiggle Woggle. (Larger balls are more difficult to manage). Determine the course over which patrols must carry the ball, and set out the bucket or can that will serve as the goal.

Storyline:

The newest Mars probe returns to Earth with several new rocks from our closest neighboring planet. The re-entry on Earth however, was a little bumpier than expected, and a few of the precious stones ended up bouncing around the salt flats. Your team has been assembled to retrieve these stones, using a new prototype Bukk Ring Retrieval System. You must elevate each stone and then carry it to the awaiting containment cylinder.

Objective: The task for each patrol is to use the Wiggle Woggle to move the ball from the starting point to a prescribed destination, and then drop the ball into the bucket or can. The following rules must be followed:

1. Each patrol member must maintain a grasp on the end of the Wiggle Woggle cords.
2. Other than their hold on the ends of the cords, patrol members can have no other contact with the cords, the Woggle, or the ball.

Discussion and Debriefing: Which objects were the easiest to carry? Was there a leader in your group? Or did the leadership change?

Variation: Place ball on the ground. The team has to set the ball on the ring without touching it.

(Game adapted from *National Youth Leadership Training* and *Teamwork & Teamplay*)

9. Making Message Machine (Bird egg return)

Equipment

10 to 12 "message tubes" (form the tubes by cutting PVC tubing into lengths of 18 to 24 inches. The tubing should have a diameter of at least 2 inches for golf balls or 1 inch for marbles. Add variety by attaching PVC elbow joints to one or both ends of several if the

message tubes. You can also drill holes in several tubes to increase the challenge.) Various marbles or golf balls for passing through the tubes.

Preparations by the Instructor

1. Determine the starting point and destination of the message.
2. Pile the message tubes near the starting points

The Problem and the Objectives

The patrol members are Scouts serving under the command of Baden-Powell during the siege of Mafeking. In his usual clever way, Baden-Powell has concealed a highly sensitive message inside of a Golf Ball and has asked the patrol to deliver it to a certain location. Using the message tubes, the patrol members are challenged to form a Mafeking Message Machine to convey the message to its destination.

Alternative storyline:

During an annual spring walk of the local bird watching society, your group notices a bird egg that has rolled downhill away from a nest on a low branch. Knowing that animals are wary of human scent, you attempt to relocate the egg back to the nest without touching it.

Procedure:

The instructor starts the message (ball) on its way by placing it in the end of the message tube held by one of the participants. Patrol members must then arrange themselves in such a way that they can roll the message from one tube to the next until it arrives at its goal. They do so according to the following rules:

1. Patrol members cannot touch the ball.
2. A patrol member who has the ball inside a message tube cannot move his feet until the ball has passed into another message tube.
3. The ball must remain hidden in the message tube.
4. At no time can the ball touch the ground.

Variations:

Do it in silence. Add a hill. Add multiple balls.

Reflection/Discussion Prompts:

1. Do you think your group worked together well, or were there fine points that could be improved upon?
2. How did your group decide on the plan?
3. Did the execution of the plan change during the activity?
4. Did the order of participants change during the activity?

(Game adapted from *National Youth Leadership Training and Teamwork & Teamplay*)

10. Nail biter's nightmare

Equipment:

2 dozen large nails, a piece of wood, about 4 by 6 inches, with a large nail set upright in the center. For variety and challenge vary the size and quantity of nails, add nuts and bolts etc...

Preparation:

On a level, roomy workspace, set out the wood with the upright nail and, beside it, the pile of large nails. A sturdy picnic table is an ideal location for this activity.

Problem and objectives:

The problem is very simple – arrange as many large nails as possible on the head of the upright nail. In doing so, participants must follow these rules:

1. The large nails can touch only the upright nail and/or one another.
2. The large nails may not touch the board.

Reflection/Discussion Prompts: Did you think that this challenge was impossible? What is the difference between impossibility and a possibility? What methods helped you find your solution?

(Game adapted from *National Youth Leadership Training and Teamwork & Teamplay*)

11. Spider web

Equipment:

A grid-shaped web made of parachute cord stretched between two trees, posts or other stationary standards. The web can be of any width (ten feet is a good size) and must be no more than 5 feet high. The openings in the grid are of various sizes; each of them must be large enough for a person to pass through. Openings should be of varying sizes.

Preparations:

Set up the web. If possible test it for durability and appropriateness of the challenge. Instructor should also act as spotter to help protect any participant lifted off the ground.

Storyline and Objective:

On a hike your team finds its way blocked by a spider web. Patrol members must cooperate to get all the patrol to the other side of the web. While doing so, you must follow the following rules:

1. No one can touch the web.
2. Each opening in the web can only be used once for passage. After a participant has gone through an opening, no one else may use the same opening.
3. If any participant is lifted off the ground by other patrol members, that participant must be protected from falling.
4. (optional) Complete task in silence.

Important points:

This is one challenge activity that requires the facilitator to say, “you have 5 minutes to plan your technique. At the end of this time I would like to review your plan before you begin.” This review process encourages the group to plan, but more importantly, it provides the facilitator with every detail of movement, so that they may anticipate appropriate spotting positions before a participant begins their passage.

Reflection/Discussion Prompts:

At the beginning of the activity, did everyone know what their duties were? Were any of the original plans altered during the course of the activity? Why? Would additional planning have prevented these alterations? If contact occurred, what was the reaction of the group to the person that noted the contact?

(Game adapted from *National Youth Leadership Training, Wood Badge, and Teamwork & Teamplay*)

12. Bid and Build

Objective:

To work together as a team to build a bridge out of the objects your team obtains.

Group Size:

4 to 20 participants is ideal

Materials:

A large sheet of paper (or Chalkboard, dry erase board, etc.), a writing utensil, various items that can be used or not used to get a group from point A to point B (i.e. Frisbees, sheets of paper, rope, hula hoops, pieces of wood or cardboard, an old garbage can, a tumbling mat, or anything else you can find), paper, pens or pencils. Optional: Play money.

Description:

This activity is two teamwork activities in one! For the first part, list all the items that you have gathered on the large sheet of paper, display it for the group to see, and show them the items listed. Divide the group into at least two smaller teams of two or more and give each group a piece of paper and a pen or pencil. Explain to the groups that their task is to attempt to get their entire team from one side of an open area to the other side (at least ten yards apart) using any of the items listed and without anyone on their team touching the ground at any time.

First the teams must bid for the items listed. Each team gets 100 points (or \$100 in play money) that they may spend however they wish on the items. They must divide up the points based on what they think will help them the most and write down their bids on the paper given to them. For example, one team may bid 75 points on the Frisbees, and 25 points on the rope. Another team may bid 50 points on the rope, 25 points on the Frisbees, 10 on the paper and 15 on the cardboard.

After all the bids are completed, collect them and divide up the materials based upon the highest bid. In the example, the first team would end up with the Frisbees and nothing else, but the second team would get the rope, paper and cardboard. If there is a tie for any item, you have the teams bid again on certain items or divide the items up if possible. Once the teams have their items, the second part of this teamwork activity occurs. They must now work together to get their entire team across the open area without any of the team members touching the ground in the process.

Reflection/Discussion Prompts:

Was it hard for your team to agree on what numbers to bid? Why or why not?

What did you do to come to an agreement?

When you disagree with others how do you handle it?

How do you feel about your ability to work with others after this activity?

What role do you usually take when in a group that is making decisions? Do you feel this is a good role for you? Why?

Variation: This activity may be done for an art project as well. Teams must bid on items that can be used to create a piece of art.

(From the book *Team-Building Activities for Every Group*)

13. Take the Challenge!**Objective:**

For people to contribute their individual talents and skills to the group.

Group Size:

10 or more (more is better!)

Materials:

Paper, pens or pencils

Description:

Divide the group into teams of five to fifteen members each (the bigger the teams the better). Give each group paper and pen or pencil and give them five minutes to come up with five challenges for the other groups to attempt to successfully accomplish. The group creating the challenge must be able to demonstrate that they can do it before another team is challenged. The challenges may be physical (build a pyramid, one person can carry five people, everyone stands on his/her head, etc.) Or the challenge may be anything else (our group has the most birthdays in one month, our group can sing any TV theme song you name, etc.). The challenge must not be obviously impossible for the other groups to accomplish (our group has the person with the longest hair).

Once the challenges are written down, each group gives out one challenge at a time and demonstrates it, then the other groups get a chance to try to accomplish this task in a given amount of time. You may give points to teams who can "take the challenge" successfully.

Reflection/Discussion Prompts:

Was it easy for your group to find things that everyone could successfully do? Why or why not?

Did you have to rely on the talents of the group members?

Did any team feel like it was hard to find talents within your group? If so, why?

How much do you rely on the talents of others or of yourself when you are in a group?

Do you always let your talents be known? Why or why not?

(From the book *Team-Building Activities for Every Group*)

14. Twinkie Tower

Objective:

For people to work together to solve a problem in a way that gives the team the maximum reward at the end.

Group Size:

2 or more

Materials:

1 box of wrapped Twinkies® per team

1 box of mixed plastic silverware per team

1 3x5 index card per team

Description:

This activity can be done with one or more teams depending on the group size. Teams should have two to eight players each. Give each team one box of individually wrapped Twinkies® (they usually come in a box of ten), one small box or bag of plastic silverware, and one 3x5 index card.

Then give the following challenge: Use the Twinkies® and the silverware to create a structure that is at least 3" tall. The 3x5 card is to be used only as a measuring device. Any Twinkies not used in the structure itself can be placed on the structure. At the end of

a given time limit, any Twinkies® supported by the structure and still in their wrapper may be eaten. Any Twinkies® that are not supported on the structure or that were used in the building of the structure may not be eaten.

Discussion Prompts:

1. Were you happy with your reward at the end?
2. How did you decide the number of Twinkies® used in the structure?
3. Did everyone on your team agree with all of the decisions being made?
4. Did everyone on your team strive to save as many Twinkies® as possible?
5. How do you feel your team did during this challenge? What is your proof?

Variation: This can be done with other wrapped food items that people would like to eat at the end of the game.

(From the book *Team-Building Activities for Every Group*)

15. Bridge Toss

Objective:

For group members to work together to solve what appears to be an individual problem.

Group Size:

6 to 12 is ideal

Materials:

1 Frisbee® (or similar object) per person

Description:

Mark off an area that the group must get across and give each person a Frisbee®.

Challenge the group to use their Frisbees® to make a bridge across the area while abiding by the following rules:

1. No one can touch the ground inside the area with any part of their body.
2. Each person gets one chance to throw their Frisbee® into the area from the same starting line. Once it lands on the ground and stops it cannot be moved (although it may be turned upside down so it doesn't break when people walk on it).
3. You may not enter the area until after you throw your Frisbee®.
4. You may only cross to the other side by stepping on the Frisbees®
5. Once all of the Frisbees have been thrown, if your group cannot make it across you must start over

Tell the group only the rules above and let them take the challenge. Some groups may be able to throw the Frisbees® perfectly and make a bridge (this is easier done on grass than on a surface that allows the Frisbees® to skid). Or, they may throw them one at a time, walk to the end of the bridge and have the next person pass their Frisbee® down the line until it can be placed on the ground.

TIP: You may want to omit rule number three in order to make it more challenging for the group to figure out the answer.

Discussion Prompts

1. How did you account for different Frisbee®-throwing skills in the group?
2. Was the answer to this problem obvious at first?
3. If someone came up with an answer, did everyone else see the same answer before this person said it?
4. Some things are obvious once we see them, but not at first. How do we find the answers to things that aren't obvious? How does being a part of a team help with this?

(From the book *Team-Building Activities for Every Group*)

16. Dragon Tails

Discription:

Members of each patrol line up in single file. Each Scout puts his hands on the shoulders of the person in front of him. The last patrol member hangs a bandana or other flag from his belt.

Object:

The object of the game is for the first person in each patrol (the one whose hands are free) to grab the bandanas from the belts of the last persons in the other patrols.

(Taken from *National Youth Leadership Training*)

17. Kim's Game

In this classic Scouting game, Team leadership will have prepared a number of items arranged on a board that can be displayed upright, and covered the board with a cloth. (The items, 15 to 20 in number, should all be large enough to be seen by anyone in the troop when they are gathered around for the game.)

Patrols seat themselves in front of the covered board. At a signal, the cloth is removed and everyone has 60 seconds to study the items. They may not speak or make any notes.

At the end of the minute, the items are again covered. The patrols can move some distance from one another to ensure privacy, they will work together to write down a patrol list of all the item they can remember.

(Taken from *National Youth Leadership Training*)

18. T-shirt Relay Game

Patrols line up in single file. The first person in each patrol puts on an extra-large T-shirt. At a signal to start the game, the person in the T-shirt turns to the person behind him. They grasp each other's hands and hang on tightly. Other members of the patrol then maneuver the T-shirt off the first person, down his arms, and over the joined hands to the arms of the second person, and the pull the T-shirt onto the second person.

When the T-shirt is completely on the second person, he releases his grasp of the hands of the first person, then turns to a third patrol member and tightly grasps both of his hands. The patrol transfers the t-shirt from the second person to the third person, the second and third persons maintaining their grasp of each other's hands throughout the transfer process.

The game continues until the T-shirt has transferred to every patrol member and the last person in the patrol is wearing the shirt.

(Taken from *National Youth Leadership Training*)

19. Moonball

Moonball is an excellent one-prop game that develops coordination and fast reactions. Play becomes intensely competitive, as a group competes against its last best effort.

Scatter your group (any size, but use two or more balls as the group size demands) on a basketball court or a field. Use a well-inflated beach ball as the object of play. The group's objective is to hit the ball aloft as many times as possible before the ball strikes the ground. Depending upon the group, set a goal of 50, 75, 100 hits to add incentive.

Rules:

1. a player cannot hit the ball twice in succession
2. Count one point for each hit
3. Two points are allow for a kick

Variations:

How many hits in a time period. Hit the ball in a particular sequence.

Reflection/Discussion Prompts:

When the group reached a goal, did they stop or continue hitting the ball to establish a higher score? Why or why not? When the ball was being batted around, where were the players looking most of the time? At each other? At you? At the ball? Does it matter?

(Adapted from *Teamwork & Teamplay* and *Troop Program Resources*)

20.Popsicle push-up

The cooperative activity can be used as a simple-four person stunt, or you can continue to add people, ending with a useful large group initiative problem.

Description:

To set up the initial four-person attempt, ask for four volunteers that can do at least one push-up. Ask one person to lie face down on the ground, as if preparing to do a push-up. The second person lies face down, perpendicular to the first person, so that the tops of his/her feet are on top of the first person's upper back. The third person repeats the procedure, using the second as their footrest. The fourth person fits in this weave so as to connect everyone in a square configuration. On signal, everyone does a pushup. Ask the group to continue to add people to one of the quads in an attempt to include the whole group in a mass popsicle pushup.

Variation: Announce to the group that they need to support the entire group off the ground with only the participant's hands touching the ground. The group must support themselves at least a half-inch off the floor for five seconds.

(Taken from *The Bottomless Bag Again!?*)

21. Gymnasium Jungle Cruise

The challenge is to move your entire group from one side of the gym to the other side, using only the following props:

1. A 4 x 8 section of ¾" plywood.
2. Used tennis balls (200+)
3. Four stout broom handles

Story: The ground is covered with a horrendously corrosive substance that can't be touched without dire consequences; i.e., start over

Reflection/Discussion Prompts:

At the beginning of the activity, did everyone know what there duties were? Were any of the original plans altered during the course of the activity? Why? Would additional planning have prevented this alteration? Do you think your group worked together well,

or were there fine points that could be improved upon? How did your group decide on the plan?

(Taken from *The Bottomless Bag Again!?*)

22. The Great Egg Drop

Objective:

Teach group planning, cooperation, and creativity

Discription:

Your task is to design a delivery system that will protect a raw egg dropped from a height of approximately 8 feet. Your challenge is to achieve this goal using the Least Amount of Resources. Your resources are limited to 20 straws, and 30" of ½" masking tape. You may not use any other materials. Please keep an accounting of how many straws and how many inches of tape are used in developing your delivery system. In addition to constructing your product, it must have a name and you will be expected to deliver a brief creative promotional pitch highlighting the benefits and features of your design. You will have 20mins for product trial and testing.

Remember, finishing early and using less raw materials helps to make you product look better to the buyers, but the essential criterion is a whole egg after the drop.

(Taken from *The Bottomless Bag Again!?*)