



game_TRANS

The students play a game that will help them initiate teamwork.

Everyone stands shoulder to shoulder, facing one another in a circle.

All students put their right hands out and grab a random hand of someone across from them.

Next, they put their left hands out and grab another random hand from a different person across the circle.

The goal is to untangle the knot of arms without releasing their hands.

This team game builds communication and collaboration skills. If the group is too large, you can multiply the circles and make the teams compete with one another. At least six people are needed for this game.

See the video that shows it.



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The students play a game that will help them initiate teamwork.

Clicking play will redirect you to YouTube website.





Constructing

Working in teams, the students build tracks on which balls will be moving.

Each team receives a starter package at the beginning: a ball, adhesive tape, scissors, plasticine (or foamed polystyrene), and a dozen or so clips.

Part 1: collection of 15 pieces of any materials from the store room (for example 10 pieces of A4 sheets and 5 straws).

Part 2: collection of 10 pieces of any materials from the store room.

Caution! The second collection of materials must not take place earlier than 15 minutes after the start of the game.

In addition, the team can exchange 5 pieces of any materials once during the entire game.

The construction of the entire structure must not take longer than 45 minutes.



Constructing

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Rules

Rules of work:

It is obligatory to work as a team; this means that each team member has a role to play, as defined by the team.

The work takes place at specific intervals, which means that the students have to plan the time for particular stages of the work accordingly.

The teams have a specific amount of materials at their disposal, which means that they have to plan well what they will build the track from, and they have to manage the available resources wisely.

The teams receive points for track length as well as for structural elements such as bends, tunnels, obstacles, etc. (see the scoring rules for details).



Presenting results

The teams demonstrate their tracks and the selection board appraises them.

Scoring rules

Scoring rules

The selection board measures track lengths and counts all the structural elements.

A given team can only score points if their ball moves along the entire track without stopping.

5 points – change of ball movement direction

5 points – tunnel

3 points – overcoming an obstacle

2 points – tunnel of up to 30 cm

2 points – route longer than 30 cm, made out of only one type of material (for example only paper)

2 points – abandonment of exchanging materials during Part 3

1 point – utilization of all the materials collected

BONUS 10 points – particularly ingenious structure (the teams vote for the best design)

PENALTY POINTS – 10 negative points for each team member who did not actively participate in the project work.