

● Lost In Space

- Materials:
 - Gerhard from INTO ORBIT
 - A paper clip, some string/yarn, a paper bag, a ring/bracelet,
 - Tape
- Objectives
 - Cooperation
 - Limited resources
- Rules
 - Place Gerhard 6ft away from the team.
 - Without crossing the line, the team must bring Gearhart to you.
 - You may pick 3 items to use to try and rescue him.
 - First try for 2 mins without talking, 1 min discussion, 2 mins to try again

● Off Course

- Materials:
 - Many different materials\food\items written on index cards
 - (life raft, two 45.5kg/100lb tanks of oxygen, space blanket, lights with solar-powered rechargeable batteries, signal mirror, 38 liters (10 gallons) of water, first aid kit, food concentrate, magnetic compass, solar-powered radio receiver-transmitter, map of the Moon's surface, 15 meters of nylon rope, parachute, space suit repair kit, box of matches)
- Objectives
 - Working together
- Rules
 - You and 3 people must travel 80km to a moon base
 - MOON DATA:
 - The Moon has no atmosphere or magnetosphere to protect you from space radiation.
 - The regolith, or lunar soil, is a mixture of materials that includes sharp, glassy particles.

- The gravity field on the Moon is only one-sixth as strong as Earth's.
- More than 80 percent of the Moon is made up of heavily cratered highlands.
- Temperatures vary widely on the Moon. It can be as cold as -193°C (-315°F) at night at its poles and as hot as 111°C (232°F) during the day at its equator.

Your team has 5 mins to pick the best 6 materials

● Logo Design

- Materials:
 - Large sheet of paper and colored markers/pencils
- Objectives:
 - Collaboration
 - Communication
- Rules:
 - Your team has 5 minutes to design a logo or poster that shows your core values philosophy

● Hula hoop

- Materials:
 - Hula hoop
- Objectives:
 - Collaboration
 - Communication
- Rules:
 - Your team has 2 minutes to silently lift the hula hoop as high as possible
 - Each team member can only use 1 finger

● Marble run:

- Materials
 - Paper towel rolls
 - Cup
- Objectives
 - Working together
- Rules
 - Each team member can only have one half-piece of paper towel roll at one, the team must move to put the marble in the bucket
 - The marble must stay moving
 - The marble cannot leave the tubes until it reaches the cup/goal

● Puzzles

- Materials:
 - Childrens puzzle
 - Blind fold
- Objectives
 - Working together
 - Talking in turn
- Rules
 - One team member will be blind folded
 - The other team members must tell the blindfolded team member how to construct the puzzle in 5 minutes

● Talking Stick:

- Materials
 - Stick
- Objectives
 - Talking in turn
- Rules

- Choose a time when we need to have a conversation about something tangible
- During a team meeting, all members of the team must use a talking stick
- A member may not ask for the stick, and each member may not take more than one minute with the stick
- Once someone present their idea, the stick will be passed around the team clockwise

● Numbers

- Objectives
 - Non-Verbal communication
- Rules
 - No speaking other than saying numbers
 - The team stand in a circle, and every person says a number until the team reaches 40
 - If two people say a number at the same time, they must start over until 4 minutes are up
 - In the last minute, discuss how you could have done better

● Models(1)

- Materials
 - A random collection of non-technic lego
- Objectives
 - Full team participation
 - Communication
- Rules
 - The whole team must participate in building a model that represents their team
 - 2:30 to plan, 2:30 to execute

- Model(2)

- Materials
 - Random non-technic lego
- Objectives
 - Full team participation
 - Communication
- Rules
 - The whole team must participate in building a of a house
 - 1:45 to plan, 3:15 to execute

- Cotton Balls

- Materials
 - Cotton balls
 - Straws
 - 2 bowls
- Objectives
 - Coordinating actions
 - Planning
 - Communication
- Rules
 - 1:30 to plan, 3:30 to execute
 - Bowls 2ft apart
 - Must move as many cotton balls from one bowl to the other using only straws

- One Word

- Objectives
 - Coming to conclusions as a team
 - Communication
- Rules
 - The team must come up with one word that describes the team, and justify their choice

● Birthday Order

- Objectives
 - Communication
 - Teamwork
 - Listening to others
- Rules
 - The team must order themselves according to birthday silently
 - They have 4 minutes, one minute to discuss after

● Turn Over

- Materials
 - One large blanket, towel, etc.
- Objectives
 - Operation as a team
 - Communication
- Rules
 - The team has to all be standing in the blanket
 - They must flip is over without anyone's feet touch the ground
 - They have 2 minutes to try silently, 1 min to talk, and another 2 mins to try again silently

● Hidden item(DONE)

- Materials
 - Blindfold
 - Any prize item
- Objectives
 - Teamwork
 - Communication
- Rules
 - One person will be picked randomly
 - They will be blindfolded, then will come into the room once a prize has been placed on a table
 - The rest of the team must direct them to the item

- 1 min in between tries to talk together, 1 min before to discuss process
- 2 tries to get as fast as possible
- 2nd try with a new person ----7

● Drawing

- Materials
 - Basic pattern/collection of basic shapes drawn on one paper
 - Blank paper
 - Pencils
- Objectives
 - Communication
- Rules
 - Split team into two
 - One half are instructors, and allowed to look at the sheet of paper with shapes or patterns
 - The other half has the blank paper and only one pencil
 - The team has five minutes to describe and draw a copy of the drawing the instructors have

● Day in the park

- Objectives
 - Memorisation
 - Alternative communication
- Rules
 - The team gets into a line and each person says in turn an item they would bring to a picnic
 - The next person has to repeat each item said before them
 - If a person forgets an item, the rest of the team can act out what that item is, but not speak
 - See how many items you can get to in 5 mins

● Shelter

- Materials
 - Popsicle sticks
 - Tape
 - Weights
- Objectives
 - Teamwork
 - Coming to ideas together
- Rules
 - The team has 2 min to plan the Shelter they would like to build
 - The shelter should be strong against compressive force
 - After they build for 3 mins, test the compressive force with weights
 - The goal is to build a shelter that can hold up against the most weight

● Off Course (2)

- Materials
 - The WIP
- Objectives
 - Team communication
 - Effectiveness \ Time management
- Rules
 - The team has four minutes to pick 8 items that would help after being stranded in the desert
 - 1 min to tell judges why they picked what they did

● Planes

- Materials
 - Paper
- Objectives
 - Time management

- Communication
- Rules
 - The team has 4:30 to construct three paper planes to fly the farthest they can
 - 30 seconds to test their planes
 - They may split up or work one plane at a time