Cooperative Game

Colorful Dots

Goal: students will use facial expressions, body language and non-verbal signals to group themselves based on the same colored dots without talking

Materials:
- 3 different colored dot stickers
  - *Depending on class size, you may increase or decrease the number of colors that you use for this game.*

Directions:
- Each participant will close their eyes and receive a different colored dot on their forehead.
- Once each participant has a sticker on their forehead they will open their eyes and begin searching for others who have the same colored dot as them - without talking! The teacher will time the activity.
  - Encourage students to use non-verbal signals, facial expressions and body language!
- As participants find the people with the same colored dots as them, they will make a group.
- Stop the timer once each group is formed.
- Play again and see if you can beat your previous time!
- Reflect and complete an exit ticket.

Extensions:
- Play another round, adding in a fourth colored dot.
- Use 3 colored dots, but also number or letter each dot. Have students get into groups by color, as well as chronologically within that group. Bonus: Then have the whole class get into chronological order!

Cooperative Game

Airplane Game

Goal: students will work together as a full group to practice communication skills as a navigator guides a blindfolded pilot through a "forest" of students.

Materials:

- 1 blindfold

Directions:

- Pick two students: one student is a navigator and one is a pilot.
- Blindfold the pilot.
- The rest of the class should spread out in different parts of the room. They are the trees.
- The navigator's job is to guide the pilot from one side of the room to the other, avoiding the trees.
- The navigator is the only one who can talk! They can give one direction at a time to the pilot and cannot touch the pilot!
- The pilot listens to the directions and tries their best to reach the other side of the room without bumping into a tree.
- Play the game for a couple more rounds so that multiple students get an opportunity to try.
- Reflect and complete an exit ticket.

Extensions:

- Add in another pilot and navigator so that you have two going at the same time.
- Ask the trees to add in a "swaying" motion to make it more challenging.
- Time your students to see how fast they can get through the forest.

Cooperative Game
Balloon Game

Goal: Students will work in small groups and hold hands in a circle. They must keep a balloon in the air for as long as possible without letting their hands go.

Materials:
- 1 bag of balloons

Directions:
- Organize students into small groups of 3 to 4 students, either randomly or thinking about differing personality types.
- Spread them out throughout the room. This game works best when groups have as much space as possible but can definitely be done just in the classroom.
- Have students form a circle and hold hands.
- Explain to students that their challenge is to keep the balloon in the air for as long as possible without letting go of their hands. They can use any body part that they want to do this.
- Toss a balloon into the center of each circle and begin! One member of the group can be the counter who tracks the amount of time that they're able to keep the balloon up.
- Debrief as a group. Think about what went well?, what felt challenging?, what would they do differently next time?.

Extensions:
- Gradually increase the size of the groups. Start by combining two groups until you eventually have the entire class playing as a whole. This creates more challenge and opportunity for conflict!

Design Challenge
Cup Stacking

Goal: students will work together in small groups to make the tallest possible tower using dixie cups.

Materials:

- 20 small dixie cups

Directions:

Introduction

- Share the goal of the challenge and materials they will be given.
- Students will break into groups of 3 to 4 students to create a plan for their structure.

Planning

- Students will be given 10 minutes to devise a plan with their group.
- Students will pick one design they have planned and draw it on their recording sheet.
- After 10 minutes, the teacher will pass out the materials.

Building

- Students will be given 10-15 minutes to build their design.
- Students work on building their tower

Testing

- After 15 minutes, the teacher will measure each groups structure
  - *This can be a competition among the groups or just a measurement that is "good to know"*

Reflection

- Students will reflect upon the challenge and complete an exit ticket.

Extensions:

- Students may use any body part to build <u>except</u> their hands!
- Add in additional cups
- Create larger groups of students -> more hands = more opinions and more room for conflict!

Design Challenge
Spaghetti Structure

Goal: students will collaborate to create the tallest structure using 20 pieces of spaghetti, 3 pieces of bucatini, tape and 20 marshmallows.

Materials:
- 1 box of spaghetti
- 1 box of bucatini (or a sturdier pasta)
- 1 bag of marshmallows
- 1 foot of masking tape
- 1 ruler
- 1 planning sheet per group

Directions:

Introduction
- Share the goal of the challenge and materials they will be given.
- Students will be given 20 pieces of spaghetti, 3 pieces of bucatini, masking tape and 20 marshmallows to build the tallest structure.
- Students will break into groups of 3 to 4 students to create a plan for their structure.

Planning
- Students will be given 10 minutes to devise a plan with their group.
- Students will pick one design they have planned and draw it on their recording sheet
- After 10 minutes, the teacher will pass out the materials.

Building
- Students will be given 15 minutes to build their design.

Testing
- After 15 minutes, the teacher will measure each groups structure
    - *This can be a competition among the groups or just a "good to know" measurement*

Reflection
- Students will reflect upon the challenge and complete an exit ticket.

Extensions:
- Assign a group leader to the groups!
- Try this exact challenge with playdough and toothpicks instead.

Cooperative Games and Design Challenges created by Emily Gutermann and Bridget Parker

Design Challenge
Egg Drop

Goal: students will collaborate to create a structure so that they can successfully drop an egg from a high point without cracking the egg.

Materials:
- 1 hard boiled egg
- 1 paper plate
- 3 feet of string
- 10 cotton balls
- 1 masking tape roll
- 4 dixie cups

Directions:

Introduction
- Share the goal of the challenge and materials they will be given.
- Students will be given 1 paper plate, 3 feet of string, 10 cotton balls, 1 masking tape roll and 4 dixie cups to build a structure to support an egg.
- Students will break into groups of 3 to 4 students to create a plan for their structure.

Planning
- Students will be given 10 minutes to devise a plan with their group.
- Students will pick one design they have planned and draw it on their recording sheet.
- After 10 minutes, the teacher will pass out the materials.

Building
- Students will be given 15 minutes to build their design.

Testing
- After 15 minutes, the children will test their structure.
  - *This can be a competition among the groups or just a "good to know" measurement*

Reflection
- Students will reflect upon the challenge and complete an exit ticket.

Extensions:
- Assign a group leader to the groups!
- Drop the egg from varying heights.
- Weigh the structures and see who can make the lightest structure that can support the egg.