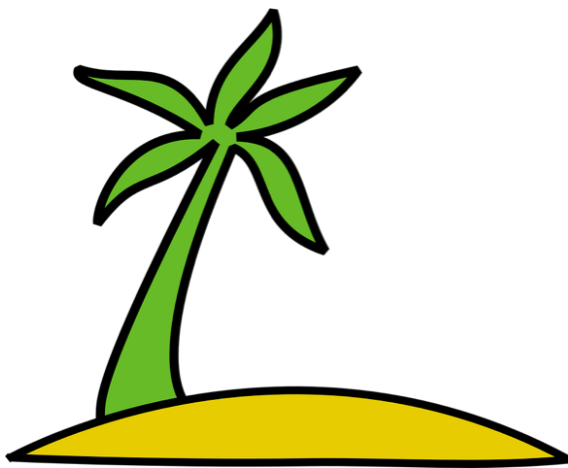


SHARK ISLAND

Core Values Activity

By Droids Robotics



Objectives:

- Learn to coordinate
- Learn to consider different ideas and pick one

Before you begin:

Collect these items:

- Tape to mark an island/line on the floor that teams may not cross
- A bag or water bottle to represent food and water.

Notes for the Coach/Team Mentor

This activity is really fun as teams have to figure out how to reach the bottle/bag.

Using tape, mark out a semi-circle (to represent an island) Leave a water bottle/bag about 3 ft (more than any one child's arm length) away from the island.

We have also done this activity with a random collection of items (string, paperclip, etc.) so that teams can also try to build something to get the bag/bottle.

Instructions to print and give to team:

Your team is stuck on an island surrounded by sharks. Your own source of water/food is the item floating in the water. You cannot touch the water because you will be eaten by the sharks! How will you get your supplies?