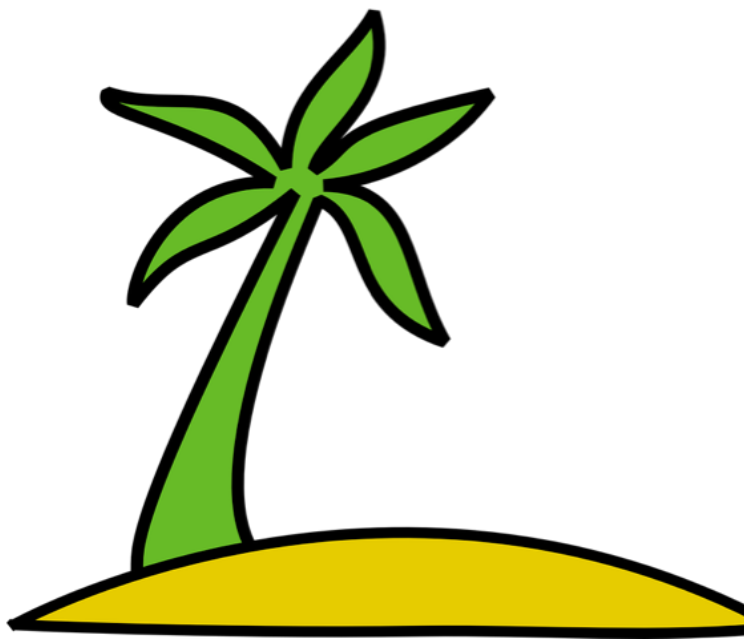


SHARK ISLAND

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
- A bag or water bottle to represent food and water.

Notes for the Coach/Team Mentor

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

There are many variations you can try. We suggest number of hits or a time limit. You can change the requirements every time you play this game if your team finds it too easy or too hard.

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.

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!