



Caterpillar Riot

Challenges

Working
Together

Communication

Moving
Efficiently

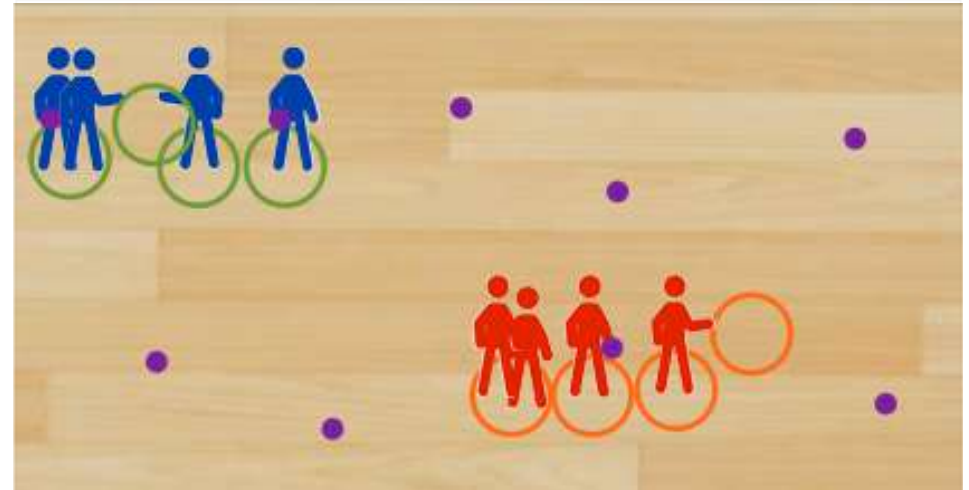


Rules of Play

- Students are in teams of 5-6.
- Each team stands in a line with each student standing in a hoop (the hoops should be touching).
- Each team is called a caterpillar.
- The goal of the game is to collect as many objects off the ground by having your caterpillar move forward.
- To move forward, the last player in line steps into the player of front of him's hoop, picks up his empty hoop, and passes it to the front. The front player then places the hoop on the ground and steps into it. Every player then shifts forward and the caterpillar has moved.
- Only the front player may pick up objects, but it is the team's job to carry collected objects throughout the game.
- The game ends when there are no more objects on the ground.

Variations and Progressions

- Add a time limit
- Have all the players blindfolded except for the last player of the team. That player must guide his/her team throughout the activity.



Game Info

Equipment

Hoops (1 per player), lots of random objects

Safety

Students must pass their hoops ahead and not throw them

Discussion

Why is teamwork important for this activity?

How does your team know where to move to?

What technique did your team use to move from hoop to hoop?