



Code Breaker

Challenge

Working
Together

Communication

Problem
Solving

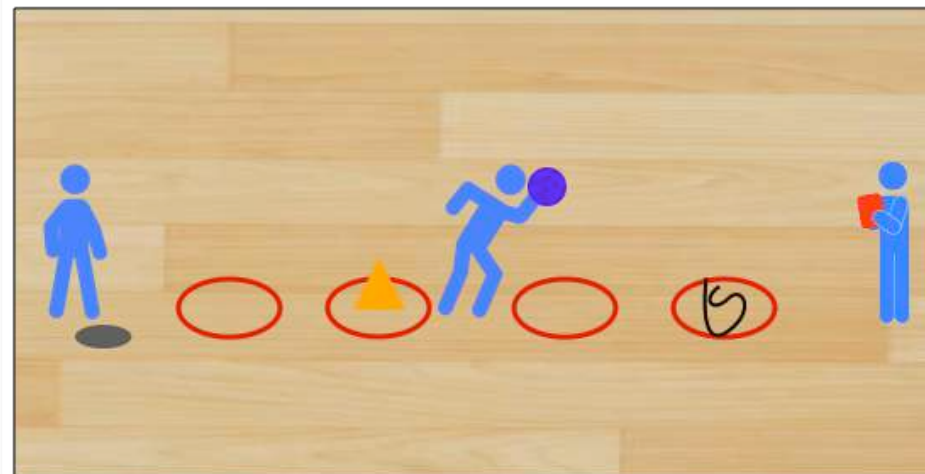


Rules of Play

- Class is divided into teams. This is a relay activity.
- Each team selects a code master who stands on one end of the gym. The rest of the team sits in a line on the other end.
- Between a team and that team's code master are 4-6 hoops in a line.
- Each team has a group of objects.
- Each object has a corresponding hoop. Only the code master knows the correct order for the objects.
- The goal of the game is to break the code. Teams send one player at a time to place an object in a hoop. If the object was placed in the proper hoop, the code master gives a thumbs up and the running player runs back and lets the next player go. If the object was placed in the wrong hoop, the code master gives a thumbs down and the running player must bring the object back to the next player in line.
- Once a team has discovered the code, the team must sit down.

Variations and Progressions

- Add a time constraint to increase the difficulty of the task.



Game Info

Equipment

4-6 hoops per team, various objects per team, one code sheet per team

Safety

Students should be careful not to step on hoops when running

Discussion

Was taking the time to discuss strategy worthwhile?

How should you learn from your mistakes in this game?

How important was communication throughout this challenge?