



River Cross

GRADES
3-6

Challenge

Working
Together

Communication

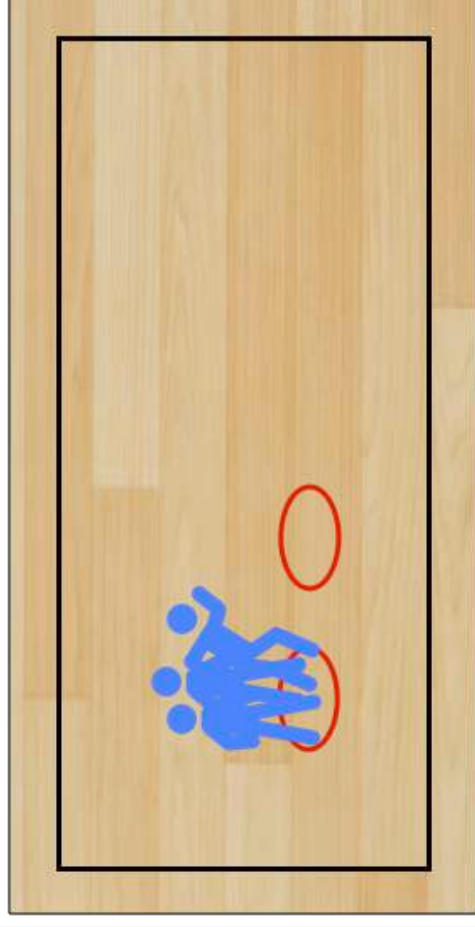
Problem
Solving

Rules of Play

- Class is divided into teams. Each team is given two hoops.
- Each team needs to get from one baseline to the other without touching the area in between ("the river").
- Teams must use their hoops ("the boats") to cross the river.
- Once a player has stepped into a boat, that boat becomes too heavy to move (i.e. it cannot be picked up, kicked forward, or slid on the floor). However, an empty boat can be picked up and placed in a new location.
- If a player steps outside of a boat, the team must go back a meter (3')

Variations and Progressions

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



Game Info

Equipment

2 hoops per team

Safety

Students should be careful not to step on hoops when jumping from one hoop to the other.

Discussion

What happens if not all of your teammates can make the jump?

What decides the speed with which you can complete this?

What different roles were created through this game?