



Rope Relay

Challenge

Working
Together

Communication

Problem
Solving

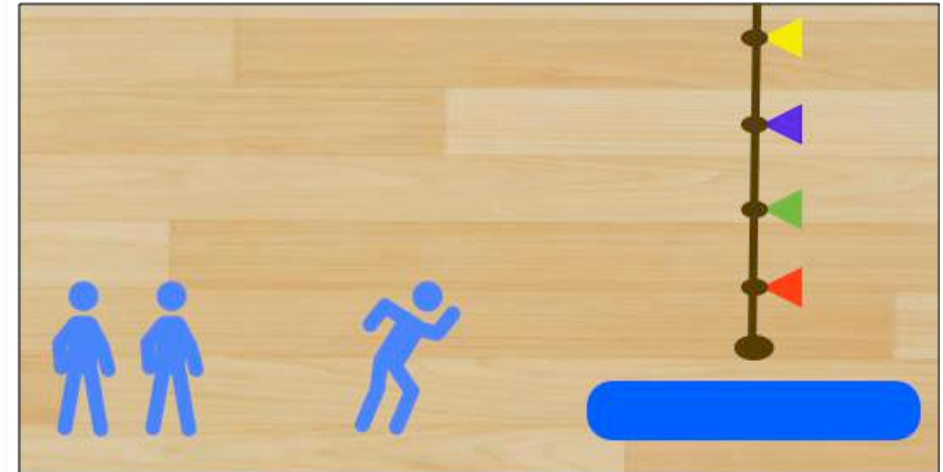
GRADES
3-6

Rules of Play

- Class is divided into teams. Each team sits in a line facing a climbing rope. The line should be about 5 meters from the rope.
- Assign a certain amount of points to various knots on the rope (e.g. just touching the rope is 1 point, 1/4 of the way up is 2 points, 1/2 the way up is 4, etc)
- Teams will attempt to score 30 points in three minutes.
- The first player runs up to the rope and attempts to score points for their team. Once they have scored the amount they desire the score, they run back to their team and let the next player go.
- Be sure to award points for just touching the rope so that no students feel obliged to climb.

Variations and Progressions

- Increase the amount of points required to score within the time constraint.



Game Info

Equipment

1 climbing rope per team, safety mats

Safety

Be sure to set up safety mats appropriately and to make sure students understand the safety rules when climbing ropes

Discussion

What was the objective of the activity?

Was taking a long time on the rope beneficial to your team?

What was the fastest way to reach the team's objective?