

Super teams is a team building unit in which we divide our classes out into 8 equal teams based on prior knowledge of ability and effort. Students sit with their teams daily and all activities are completed with their team.

Chariot Race	Using a 6 or 8 panel mat, students will carry a student sitting on the mat from one endline to the opposite endline getting the mat and all carriers across a designated line. If at any point the mat touches the ground during their carry, that group must start over. There are 5 people at a time participating: one rider sitting criss cross and two carriers on each side. You may have to have students go twice if they don't have multiples of 5 on their team. For most of our classes, we have to utilize 15 people per round. This game is a timed event for round 1 and the top four times compete for 1st-4th, bottom four times compete for 5th-8th.
Team Mat Race	Using an 8 panel mat, students will attempt to get the magic number of teammates from point A to point B without anyone stepping off of the mat. This task requires every team to utilize the same number of participants. If a team has 10 when the magic number is 12, two members of their team must successfully cross and walk around the outside to go two times. They can not cross back and forth on the mat in order to count and the person taking the mat to and from the points does not count as safe until they physically stay on the point B side. This is a timed event. We normally put 8 minutes on the clock and give places for the number of safe individuals if they do not finish in a set amount of time. We race 4 teams at a time.
Toboggan	Using four scooters hooked together, students must go down and back (volleyball court) with only one person using their hands and one person using their feet. All others must keep their feet and hands up. You work in multiples of 4 for this event, so the 'lucky number' will be 8, 12, 16 making multiple trips down and back. This game is a timed event for round 1 and the top four times compete for 1st-4th, bottom four times compete for 5th-8th. Four teams compete at one time in this event.
Titanic	All teams compete at one time for this event. Teams will get a designated number of students from point A to point B using two hula hoops. They cannot scoot their feet inside the hula hoop across the ocean. They must be picked up and moved in order to get to the other side. If anyone steps in the ocean, they must start over. If a team has 10 when the magic number is 12, two members of their team must successfully cross and walk around the outside to go two times. They can not cross back and forth with the hula hoops in order to count as safe and the person taking the hoola hoops to and from the points does not count as safe until they physically stay on the point B side. Both hula hoops have to be on the safe side in order for the time to stop. This is a timed event with placement based upon finish.
Free Throws	Four teams compete at a time. Teams will have 3 minutes to make as many free throws as they can. They must rebound their own basketball to pass to the next person in line. This game is a timed event for round 1 and the top four times compete for 1st-4th, bottom four times compete for 5th-8th. You may shorten the placement rounds.
Team Skiers	Teams will use team skiers to move from one end of the gym to the other. This game is a timed event for round 1 and the top four times compete for 1st-4th, bottom four times compete for 5th-8th. Four teams compete at one time in this event.
Alphabet Soup	Teams will use their bodies to spell designated words, symbols or equations. You place them in order that they finish for 8 rounds adding those finishes together for the final

	placement.
Frisbee Hoop	We mark three different lines on the court that are worth different point values (1, 2 or 3). One group member will stand with both feet on a cone holding a hula hoop overhead as a target for the frisbee throwers. That same hula hoop holder stays for the duration of the round. They may move the hula hoop to ensure the frisbee passes through, but they must keep both feet on the cone. Whichever teams score the highest in round 1 compete for 1st-4th, bottom four scores compete for 5th-8th. Four teams compete at one time in this event.
Mario Kart	Using the volleyball court, students will work with their team in pairs to race around the court. Teams are all seated inside the volleyball court. Not all students have to ride on the scooter. Some students will have to go more than one time. This game is a timed event for round 1 and the top four times compete for 1st-4th, bottom four times compete for 5th-8th. Four teams compete at one time in this event.
Memory	Just like the card game for memory. Only one person in the group can touch the cards at a time. This event is placed out based upon completion.
<a href="#">Hool Hoop Wave</a>	Everybody holds hands in one long line and without letting go, maneuver the hula hoop down the line. Some students will have to go to the end of the line after the hula hoop passes to make teams equal.
Team Surfboard	Students use our foam surfboard and 5 foam rollers each to get their surfboard from one end of the gym to the other with one person sitting on the surfboard. Students must keep moving hte foam rollers forward to keep the surfboard from touching the ground. If it touches the ground, they must start over from their starting point. This game is a timed event for placement. Most of the time we did not get to the placement bout. Four teams compete at one time in this event.
River Crossing	Students are given a carpet square, polyspot, jump rope, scooter and small bean bag to cross the 'river' with. Our 'river' is the volleyball court, sideline to sideline. There is a set number of people to make the number of people crossing the river equal for all teams. If at any time someone steps in the 'river' their entire team has to start over. Those that have to go more than one time should make it across the river safely and walk around the outside of the court to go twice. All pieces of equipment must make it across the river with the final person in order to clock their time. This is a timed event with placement based upon the time in which they finish or if the time runs out how many people they have across the river. All 8 teams compete at one time.
Tug of War	Basic tug of war rules. We use a seeded bracket to place teams prior to the start based upon their current standing in all events. It is a double elimination tournament placing all the way out to 7th place.
Guard the Castle Tournament	Dodgeball event in which we use two pins that students can knock over to beat the other teams. We use a seeded bracket to place teams prior to the start based upon their current standing in all events. It is a double elimination tournament placing all the way out to 7th place. <b>For this event, if the student wears their team color of shirt they get to subtract that many points for the days you play.</b>

Below is an example of our score sheet:

	PURPLE	BLACK	GOLD	GREEN	BLUE	RED	WHITE	ORANGE
Chariot Race	5	3	4	8	6	7	1	2
Team Mat Race								
Toboggan								
Titanic								
Free Throws	2	1	5	7	8	3	4	6
Team Skiers								
Alphabet Soup								
Frisbee Hoop								
Mario Kart								
Memory								
Hool Hoop Wave								
Team Surfboard								
River Crossing								
Tug of War								
GTC Tournament								
Event Points	7	4	9	15	14	10	5	8
TSHIRTS (minus)								
<b>TOTAL POINTS</b>	<b>7</b>	<b>4</b>	<b>9</b>	<b>15</b>	<b>14</b>	<b>10</b>	<b>5</b>	<b>8</b>