

W12428 Team Bucket Challenge

Activity Guide

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Drought Relief Challenge

The situation is dire. Due to global warming, your homeland is suffering extreme drought. Therefore your carefully selected teams of volunteers must travel to faraway lands to find and bring back as much water as possible as far as possible.

Description: In this challenge, teams use their blue buckets to fill up their green buckets and race to transport and dump the water into a storage container before all the water leaks out of the bottom. The team with the most water in their storage container at the end of challenge wins. Since lots of water will be spilled, this is an outdoor game.

Additional Materials Required: Four – 5 gallon buckets or other large containers like our FN1830. A stopwatch or some type of timer.

Teams: Divide the available players into two teams of 5 to 7 players per team. 1 player on each team will be the “Team Filler”, while the others will be “Team Transporters”.

Set-Up: Fill 2 containers (buckets or whatever containers that are being used) with water, one for each team. Place two empty containers about 50 to 100 feet away. Designate one water filled and one empty container to exclusive use by each team. Insert the green buckets with the holes into the ring carriers. Give a blue bucket to each Team Filler and position them next to the water filled container. Have all the Team Transporters on each team grab 1 to 2 handles at the end of the rope carriers until all the handles are being held by a player. The Team Transporters should be positioned beside their empty containers at the start of the challenge.

Play: At a start signal from an instructor, the Team Transporters rush to their Team Filler and holding onto the handles only maneuver their green bucket as close as possible to the Team Filler, who then dips their blue bucket into the water and dumps it into the green bucket. If all of the water from the blue bucket does not go into the green bucket for any reason, the Team Filler can use multiple dips and pours to fill up the green bucket as much as desired. Once the bucket is filled to whatever level the team decides is best, the Transporters must carefully transport it back to their empty storage container and transfer the water into the container without touching anything besides their handles. They can choose to just let the water drip out of the bottom of their leaking bucket or attempt to dump the bucket over by having some members of their team lift their handles.

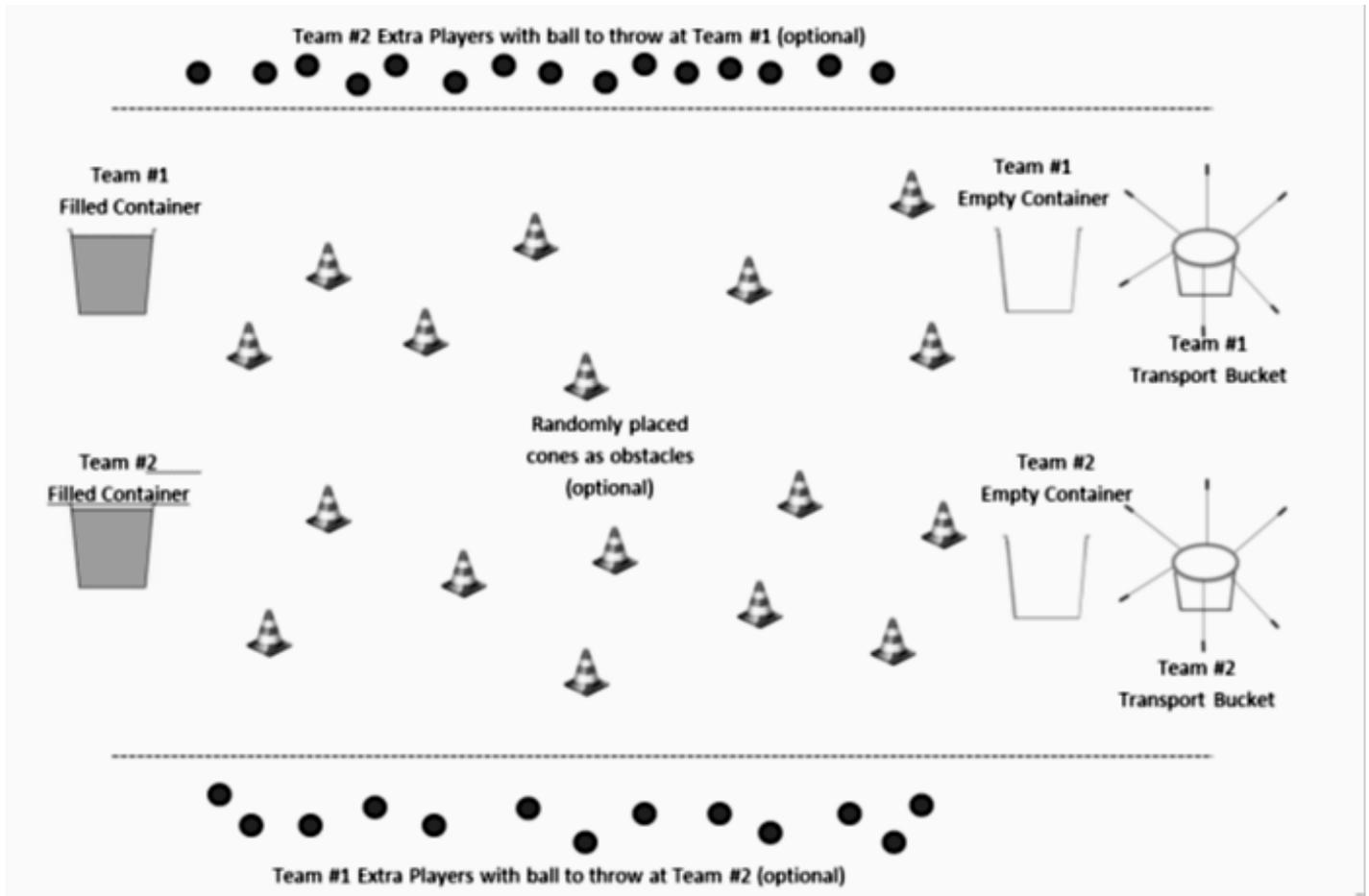
Winner: Prior to the start of the challenge, set a time limit for the game. Try 3 to 5 minutes per challenge and adjust as desired. The team with the most water in the containers that started out as empty at the beginning of the challenge wins. If you can't visually tell which team has the most, try dipping a ruler into each container to measure the level.

Variations:

1. Add obstacles between the containers for each team. For instance, add a series of cones (like our 9” high W8776 cones) between the containers and if any team knocks over a cone, they must go back to their Team Filler who must refill their bucket with some additional water. Alternatively Dome cones (like W7487) or any other object could be used to just make the path more difficult to traverse.

2. Dodge Relief Challenge – If you have additional kids that are not currently involved in the challenge, assign an equal number of them to each team. Place them in a line about 15 feet away from the path of the opposite team and give them a bunch of Gator Skin® or foam balls. As the other team is attempting to transport water back to their storage bucket, they are allowed to throw their balls at them or to try to knock over the bucket full of water. No head shots are allowed.

Diagram of Drought Relief Challenge Set-Up



Food Drop Challenge

Once again, the situation is grim and our carefully selected team of volunteers must save the day. Our land does not have enough food and the teams must venture off to find food (balls) and safely air lift and drop the food into the target cities (hoops).

Description: In this challenge, teams use their transporters (buckets with ropes attached, either color bucket will work) to move balls from one area to another area and must drop them into 3 designated hula hoops that represent cities. The team with at least one ball in each city and that has the highest total number of balls in their cities wins the challenge.

Additional Materials Required: 6 hula hoops, preferable 36" diameter and 3 each in two colors. Lots of different sized balls, with the same size and quantity of balls for each team. A container or bag in which each teams balls will start in at the beginning of the game. Some type of timer.

Teams: Divide the available players into two teams of 5 to 7 players per team. 1 player on each team will be the "Team Filler", while the others will be "Team Transporters".

Set-Up: Place a variety of size and shaped balls into two containers or storage bags. Each team should have the same number and same sizes of balls. The more variety of balls the more fun and challenging it is for the teams as they will have to determine which balls to try to move first and if they want to try to move more than one ball at a time. Balls can include anything from ping pong balls to beach balls. Designate 3 hula hoops for each team, preferably by using different colored hoops for each team. Arrange the 3 hoops away from the container of balls in the available space. Make sure each team's hoops are about the same distance away from their container of balls. Have all the Team

Transporters on each team grab 1 to 2 handles at the end of the rope carriers until all the handles are being held by a player. The Team Transporters teams can position themselves near any one of the empty hula hoops with their bucket centered over the hoop. The Team Filler is stationed beside their container of food (balls).

Play: At a start signal from an instructor, the Team Transporters rush to their Team Filler and holding onto the handles only maneuver their bucket as close as possible to the Team Filler. The Team Filler selects a ball or balls and places it inside, balanced on top of the bucket (if it is too large to fit inside), or both inside and on top of the bucket. To test your teams, you may want to be vague about the rules and not tell them they can transport more than one ball at a time. See if they figure it out on their own. The transporters can then move the ball over to one of their hoops. Once near their hoop they must successfully drop the ball into the hoop. As soon as the ball is no longer in contact with the bucket the team is no longer allowed to touch or move the ball in any manner. If the ball falls out along the way, or the team misses the drop zone they must return for additional food (balls). If they attempt to drop it in the hoop and it goes in and out of the hoop, the same thing applies.

Winner: After a period of time, blow a whistle or provide some other type of signal that indicates that the teams must stop moving. First compare the number of cities (hoops) that were fed (have one or more balls inside them, the team with the most hoops that have one or more balls inside them wins. If both teams having an equal number of hoops with balls inside them, then count the total number of balls inside all the hoops for each team. The team with the most total number of balls wins.

Variations:

- Add obstacles like in the Drought Relief Challenge.
- Add more cities for each team to feed (more hoops to fill)
- Use a wider variety of objects besides balls to represent food, like bowling pins or beanbags that vary the challenge.
- Require that balls or other objects be tossed into the bucket from a few feet away. Use cones to indicate where the balls must be thrown from and to designate how close the bucket can be with respect to where the objects will be tossed.
- Remove the buckets and just use the rings. This will allow only larger balls to be carried one at a time.

Aim, Toss, Catch and Run Race Challenge

Description: In this challenge team's race to the finish line as they advance station by station, with the key being that they must catch an object in their bucket at each station before they can advance to the next station.

Additional Materials Required: Various sized foam balls, beanbags, water balloons, fleece balls or other items small items that will fit inside the buckets. Hoops or floor tape to make off toss stations.

Teams: Minimum of two teams with 2 Team "Tossers" and one group of Team Transporters per team

Set Up: Determine a start and finish line and then space out 4 or more toss stations per team as far apart as possible. As each station place 4 to 6 objects to be tossed. Each team should have the same types and total number of objects at each station. Mark station locations with either hula hoops, floor tape or similar means. Start and finish lines are needed and can be marked with cones, floor tape or a jump rope. A foul line and a center line also need to be marked. The foul lines and center line cannot be crossed by any of the team transporters. All players and the buckets and ring carriers are placed behind the start line prior to the start.

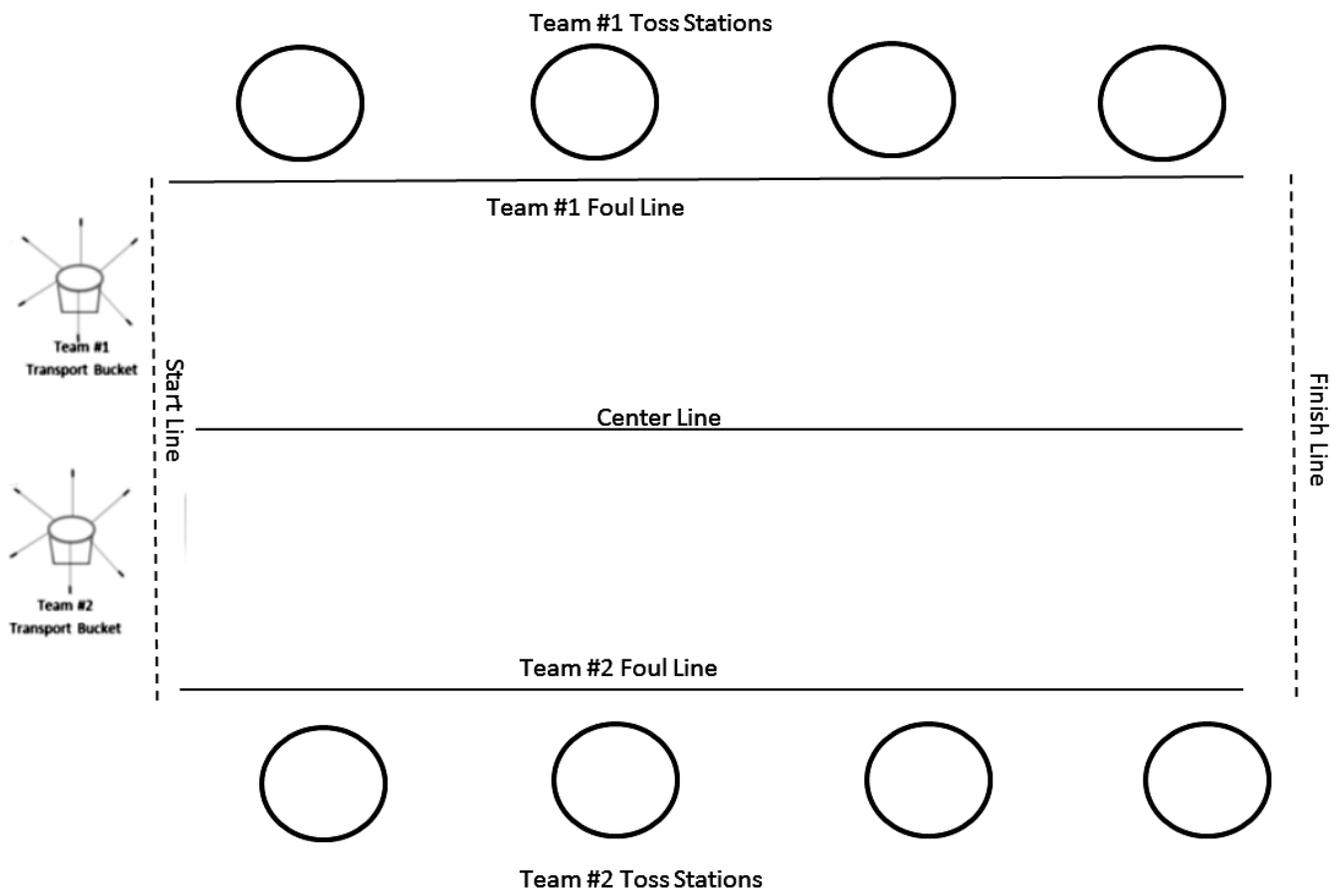
Play: At start signal, the team transporters need to place the bucket into the ring carrier and grab a handle (depending on the number of transporters, some members may need to hold two handles) and lift the bucket into the air. Once the bucket is in the air the teams can start transporting their buckets toward the 1st station. Standing behind the toss station, the team tosser (or tossers -a different tosser can be used at each station) then tries to toss one of their objects

at that station into the bucket. The transporters cannot advance to the next station until either one object has been caught or all the objects at that station have been tossed. When trying to catch an object the bucket does not need to be stationary, team transport members can try to work as a team to move the bucket into position to make the catch. If a team catches an object, they can either leave it in their bucket and risk dropping it when they try to catch the next object or race to the finish line and dump out the object across the finish line. When dumping the object, players are only allowed to touch the handles and not the ropes or the bucket.

Scoring: Teams get 1 point for crossing the finish line first (note all team members must cross the finish line), 1 point for any object that was caught and was dumped across their finish line, 1 point for object caught and that are still in their bucket when the team crosses the finish line and a bonus point if they have caught at least one item at each station. The team with the most points wins.

Variations:

- Using two sets of W12428 and have 3 or 4 teams compete at the same time
- Change the point value so that 2 points are awarded for each item still in the bucket at the end of the race.
- Require that the teams must catch the amount of items as the station number. At station 2 two objects must be caught and carried to station 3 where they will need to catch three items and so on. If teams run out of objects at a station, the tosser can leave their station, retrieve the objects that were not caught and bring them back to the station and try again.
- Play outdoors and use water balloons as the objects to be tossed. The team with the most water balloons (or water if they all break when they are caught) in the bucket at the end of the race wins.



Race Day Bingo Match

Description: Find and transport pieces needed for a Bingo Match

Additional Materials Required: 4 or 6 jump ropes per team, a large roll of floor tape, or enough hula hoops to form the two grids. 9 or 16 pairs of objects per team. 2 large exercise mats or other means of blocking view of the bingo board.

Teams: Two teams with 6 to 12 players per team. Divide the players into two teams with about the same number of players, with between 6 to 12 players per team. Once those teams are made, the teams will need to subdivide into two subgroups with a minimum of 3 players per subgroup. Let's call the teams 1 & 2 and each subgroup A and B. Thus team one would be composed of subgroups 1A and 1B.

Set Up: Create two "bingo cards" using jump ropes, floor tape or hula hoops to form the gridlines or squares on the cards. The "Cards" can have either 9 (a 3 x 3 grid) or 16 (a 4 x 4 grid) squares or spaces on them. Select and place one object into each space on each of the "cards". Be sure that a matching object for each item placed on the boards are retained for the team's respective starting piles. The retained objects should be placed inside a large box or storage container at 25 or more feet away from the "cards". Place some type of barrier between where the "cards" are set up and each team's starting pile. An exercise mats standing on its end in an accordion style usually works well.

Play: No talking or communication between subgroup A and subgroup B is allowed during this game. Though they may cheer or clap for one another. At the start all players are standing behind their starting pile. At a start signal, each subgroup A selects an object from their starting pile and places it either on top of or inside their bucket. Next they pick up the handles of their bucket and raise it off the ground. If the object falls off or out of the bucket at any point, they must put the bucket down, pick up the object and place it back on top of or inside. They then walk the bucket over to their bingo board and dump their object onto the board beside the matching object. If they drop the object into the wrong square, they lose the square for the entire game. If the object is straddling one or more of the gridlines on the card, as long as part of the object is in the correct square it will be counted as a match and the team now "owns" that square. Once subgroup A has dropped their object they race back to the starting pile and put the bucket and ropes down. Subgroup B then selects an object and repeats the same process that Subgroup A just completed. The reason that no communication is allowed between the subgroups is that this way, the groups won't necessarily know which object to pick up on their next turn unless they happen to remember the location of the objects on their board. The first team that "owns" enough squares to complete a horizontal, vertical or diagonal line on their board wins the game. For a 3 x 3 grid, a team would need to own 3 squares in a line and for a 4 x 4 grid, a team would need to own 4 squares in a row.

Variations:

1. Allow the subgroups to talk with one another during the match.
2. Play coverall, where all the squares on a board must be owned by a team. In this game if a team drops their object on the wrong square, they would be allowed to bring it back to the starting pile. Otherwise they would not be able to win.
3. Put both teams objects in the same starting pile to make it harder to find a desired object. If a group selects an object that has already been placed on their board, then they must return in to the starting pile and select another object. In this game, the competing teams boards would not have to have the exact same items, so one group might pick up an item on the other teams board and have to return it.