

**CAT AND MOUSE**

Everyone holds the chute stretched out at about waist height. Someone becomes a mouse and goes underneath. Someone else becomes a cat and goes on top. The rest of the group try to hide the mouse by moving the chute up and down.

**ROLLERBALL**

Everyone holds the chute taut. Place a football near the edge. Try to make the ball roll around the edge of the chute. To do this, someone starts the ball rolling. As it comes towards you, you lower the edge you are holding, and as it goes pass you raise your edge. Try changing the direction or speeding up.

**MUSHROOM**

On the count of three children raise their arms, lifting the chute over their heads, pulling the chute behind them sitting down with their bottoms on the edge of the chute.

(See Washing Machine for an activity idea inside the mushroom.)

**MEXICAN WAVE**

One person raises their arms, holding onto the parachute. This action is repeated around the circle to create a wave.

**MERRY GO ROUND**

Turn the body so that the chute is held with only one hand, walk, hop, jump, skip around holding the chute. It looks like a merry-go-round.

**POPCORN**

Place a number of beanbags on the chute. Children shake the chute to make them rise like popcorn.

Snakes: Place four to six skipping ropes on the chute. By shaking the chute, the children try to shake them off.

**WASHING MACHINE**

On the count of three children raise their arms, lifting the chute over their heads, pulling the chute behind them sitting down with their bottoms on the edge of the chute. The children should now be inside the chute. Start rocking from left - forward- right.

**SHARKS:**

Everyone sits on the ground with their legs stretched out under the chute and the chute held at chest height. One or two children crawl around under the chute and are 'sharks'. They quietly grab the legs of anyone around the perimeter (with many blood-curdling screams) pull them under the canopy. The shark now swaps places.

The Treasure Trove Trust has 3 parachutes in a variety of sizes to hire. You can buy a parachute for approx \$140.



OSCAR Network  
Christchurch

25 Disraeli Street  
Christchurch 8240

Phone: 03 3793915  
e-mail: admin@oscarnetwork.org.nz

[www.oscarnetwork.org.nz](http://www.oscarnetwork.org.nz)

# SNOOD Activities

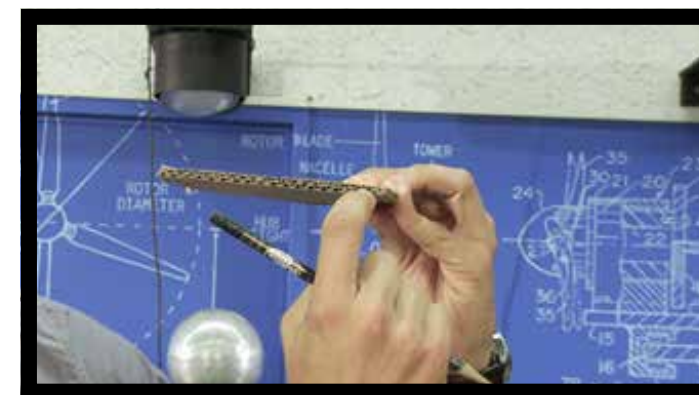
***“The important thing is not to stop questioning.”***  
**Albert Einstein**

Help 9 - 12-year-olds in your program engage in activities that offer hands-on challenges as they learn about engineering.

PBS' Design Squad has dozens of activities broken down by category: electricity; force/energy; green; health; simple machines; sound/music; space/transportation; sports/games; structures; and technology/materials.

Other resources are available at:  
<http://pbskids.org/designsquad>

Here is an example of one of their fabulous activities.

**MAKE THE BODY**

Hold your cardboard so the corrugations (tubes) run side to side, not up and down.

Cutting across the corrugations, cut out a 2 inch-wide and 1 1/2 inch-deep rectangle, making a notch in the centre of one side. Throw away the piece you cut out.

**MAKE THE AXLE**

Slide the skewer straight through one of the corrugations so it crosses the middle of the notch.

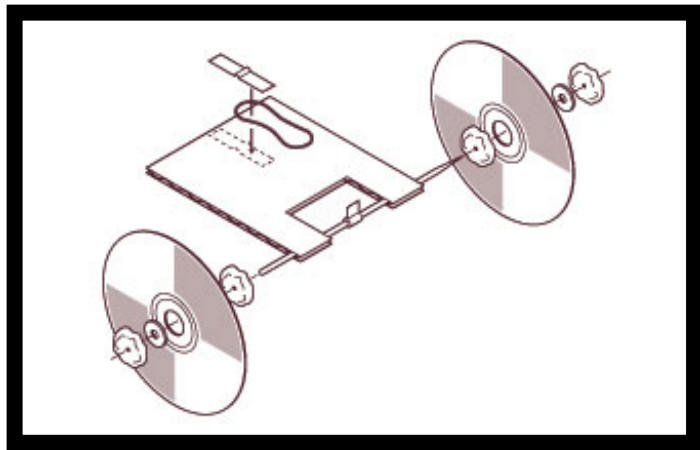
Make sure the axle sticks out the same amount on each side of the body.

**MAKE THE WHEELS**

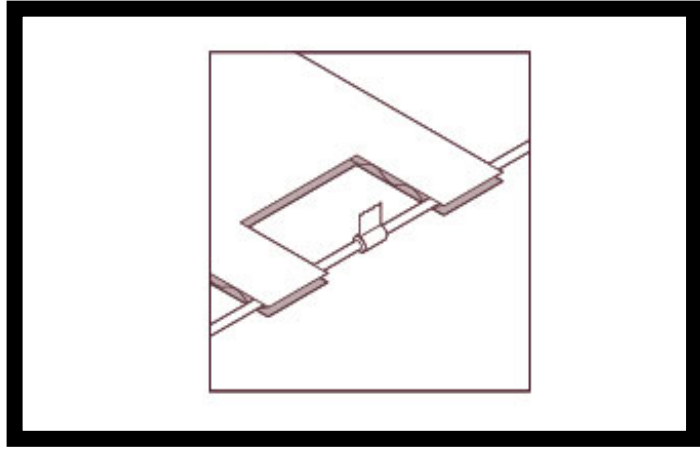
Plug up the holes in the CDs with the pieces of Styrofoam. Make sure they stick out on each side of each CD by about half an inch. These are your wheels.







Slide each wheel onto the axle, poking the end of the skewer into each piece of Styrofoam. Push the skewer straight through the hole of the CD, and out the other side. Slide the wheel so that the Styrofoam doesn't rub on the cardboard.



### CREATE A "CATCH"

Find where the skewer goes across the notch. In the middle of this section, wrap a small piece of tape to make a "catch" for the rubber band. TIP: Stiff or thick tape makes the best "catch."

### POWER YOUR CAR

Wrap the unattached end of the rubber band over the catch. Spin the axle a few times to wind up your car. Set your car on the floor.

### RELEASE IT!

Let go of the axle, and watch your car zoom away!



ENHANCING CHILDREN'S PLAY : WHAKAREWA / TE TAAKARO TAMARIKI

This comes from a really cool website that has lots of engineering activities. PBS' Design Squad has dozens of activities broken down by category: electricity; force/energy; green; health; simple machines; sound/music; space/transportation; sports/games; structures; and technology/materials.

<http://pbskids.org/designsquad/build/rubber-band-car/>

## THE AH, UM GAME

### TIME: 10 - 15 MINUTES

**Summary:** Kick the "ah, um" habit and avoid these words in natural conversation.

**Goal:** Avoid saying the taboo words "Ah", "Um", "Like", or "You Know".

#### Preparation:

- List of topic ideas
- Timer/watch

#### HOW TO PLAY THE AH, UM GAME:

- Separate everyone into groups of about three or four. A person must talk to their group about a certain topic for one full minute without saying the following taboo words: "Ah", "Um", "Like", or "You Know". If the person does not say the taboo words in the round, then the person can move to the second round. If they accidentally say a taboo word, then it'll be the next person's turn.
- Have one person in each group volunteer to be first. Use the timer/watch to track a minute and announce one of the topics listed below.
- Afterwards, have a different person from each team volunteer to go next and repeat the same exercise as above. The people who avoid saying the taboo words are the winners of the game.

#### List of Topic Ideas:

- Favourite Movie
- Favourite Animal
- Best Gift
- Favourite TV Show
- What did you do last week?
- Summer Activities
- Birthday Party
- What would you do with \$10,000?
- What do you want to be when you grow up?
- What is your favourite activity?
- What is your favourite dessert?

<http://www.greatgroupgames.com/ah-um-game>

## THE BEST GAME

**Summary:** Who has the The Highest... Jump? The Fastest... Crab walk? This game showcases hidden and incredibly random talents and skills. Fun group game, especially for groups getting to know one another.

**Goal:** Win the category points for your team.

#### Preparation:

- The organizer will have to emcee for this game

#### HOW TO PLAY THE BEST GAME:

- Arrange everyone into groups of 4 or 5. Everyone has to participate in at least one round. Explain the rules: You will be announcing a contest category for the group (for example, "The Tallest"). Each group needs to select one person who they think will win the category. There'll be a category contest and if a person has "the best" within the category, his or her team gets a point.
- Each group needs to select one person from their group who they think will win the category.
- Reveal the specific action or measurement the selected people have to do to win the contest (example: Whoever has the "The Tallest" thumb). The person with the best action or measurement wins a point for their team. The team with the most points wins the game.

#### The Best Game List of Ideas:

- The Tallest... Thumb
- The Fastest... Crab Walker
- The Highest... Jumper
- The Longest... Stare in Staring Contest
- The Fastest... Alphabet Song Singer
- The Smallest... Shoe Size
- The Farthest... Length to throw a paper airplane
- The Largest... Bubble to blow with chewing gum
- The Strongest... Thumb for a Thumb War
- The Fastest... Paper Cup Stacker
- The Longest... Thrower and Catcher (Two People)
- The Longest... Hair
- The Fastest... Paper Cup Stacker
- The Best... Coin Spinner
- The Fastest... Word Looker in Dictionary

<http://www.greatgroupgames.com/the-best-game>

## THE BUILD TOWER GAME

**Summary:** Great creative group game - see whose team can build the highest tower using newspapers!

**Goal:** Build the highest newspaper tower as possible.

#### Preparation:

- At least 4 - 5 stacks of newspapers
- 5 rolls of masking tape
- Measuring tape

#### HOW TO PLAY THE BUILD TOWER GAME:

- Split everyone into teams of five. Hand each group a stack of newspapers and a roll of masking tape.
- Explain the game: The object of the game is to build the highest newspaper tower, using only the newspaper and masking tape. The teams will be given a couple of minutes to strategize.
- Give the groups about 15 minutes or more. Measure how high each team's newspaper tower is. The team with the highest tower wins the game.

#### Variation:

Instead of building the highest tower, ask teams to build the strongest bridge using masking tape and newspapers. For this, you'll need to have about a dozen pop cans. At the end, place pop cans one by one on top of the bridge. The team whose bridge can hold the most pop cans wins the game.

#### Special Rule:

A drink can must be able to roll through the base of the bridge.

<http://www.greatgroupgames.com/build-tower-game>

## PARACHUTE GAMES

Parachute games encourage cooperative, non-competitive play and reinforce turn-taking and sharing. The games are a lot of fun for both children and adults and allow us to share learning experiences with our students.

#### ALL CHANGE

Teacher calls out birthday months, numbers, colours. Children swap places under the chute before it falls to earth. Make sure that those who remain around the edge allow the canopy to fall rather than pulling it down hard.

