

BC SRC 2018: Motion Commotion!

Program (Ages 9-12), Theme 4: Go Go Gadget!

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GAME

An icebreaker or energizer game can help participants relax and get their guard down, leading to better enjoyment of the rest of the program. These short games are also excellent “back pocket” strategies for lulls in programming, or unstructured time. Below are two rock, paper, scissors based collaborative games. Each should take between 5 – 10 minutes to complete.

“Evolution” Rock Paper Scissors

Players must wander around the room and battle each other in Rock, Paper, Scissors. The winner evolves to the next stage and the loser stays as they are, or de-evolves to the previous stage (e.g., chicken to egg).

The stages can be modified for your theme, but work well as:

1. Egg - person holds both hands on top of their head so they look like an egg.
2. Chicken - make chicken sounds and flap your wings.
3. Dinosaur/T-Rex - act like a dinosaur (roar), stomp around, have tiny arms.

This game can be played where a player “wins,” but is more fun as “organized chaos” for a 5 minute period. Kudos can be given to players who never de-evolved, or the best actors for each stage.

Example modified stages for “Go Go Gadget” – Science Fair projects– 1. Potato Clock (both hands on top of the head, like egg, but ring occasionally) 2. Baking Soda Volcano (hold hands above head like a mountain, explode) 3. Robot – act like a robot (right-angle arms, stilted walking).

“Round Robin” Rock Paper Scissors

Players must wander around the room and battle each other in Rock, Paper, Scissors. The winner moves on to another competitor, and the loser becomes the winner’s cheering squad. As each opponent (and squad) are defeated, they become the next consecutive winner’s cheering squad. In theory, at the end, the room should be relatively evenly divided, cheering for two combatants. Children could be encouraged to ask each other’s names so they can cheer more specifically. At the end of the game, the whole room should be raucously cheering for one winner.

STORY (read one story only)

The Most Amazing Thing by Ashley Spires

Rosie Revere, Engineer Andrea Beatty

Funny Machines for George the Sheep by Geraldine Elschner

The Dumpster Diver by Janet S. Wong

ACTIVITIES

Choose one or several of these activities, playing for 5-10 minutes.

Enemy/Protector (sometimes called Assassin)

Players are told to choose another person in the room to be their “enemy.” They are then instructed to choose a second person to be their “protector.” *These choices must be kept secret!* (Emphasize this as soon as possible). Once everyone has made their decision, instruct the players to run around the room (for a set amount of time), trying to keep their “protector” between them and their “enemy.” After the set amount of time is up, time could be spent trying to problem solve keeping protectors between subjects and enemies, with students sharing who their respective enemies and protectors are.

This game can likewise be modified for the theme. Could also be called Frankenstein/Igor, with players identifying as a “Mad Scientist.” Modify (or not) as you see fit!

More here: <http://www.bbbpress.com/2013/07/drama-game-enemy-protector/>

Bananas (Can be any nonsense word, modified for theme; e.g. “Sprockets”)

Have players stand in a tight circle; not touching, but shoulder to shoulder. Tell them that they are going to choose a “lab assistant” (or partner, or victim; adjust as necessary), but they cannot tell their lab assistant that they have chosen them. Everyone is to shyly look at their feet, until the leader calls “Go!” At the word, every player is to look directly eye-level at the person that they chose as their “assistant.” If two players have chosen each other, they should make eye contact. The first one to blurt out the word “bananas” (or other) is the winner. This could be multiple pairs, or no pairs. The loser steps out of the circle, the circle closes, and the cycle starts again.

Collaboration modification

Play with two circles. Players that are “out” join the other circle. This way no players are left out or loitering during gameplay. Stage the circles as far away from each other as possible so players have to run to join the next round of play. Be aware that this version of the game has no conclusive end, and should be stopped before it is no longer fun.

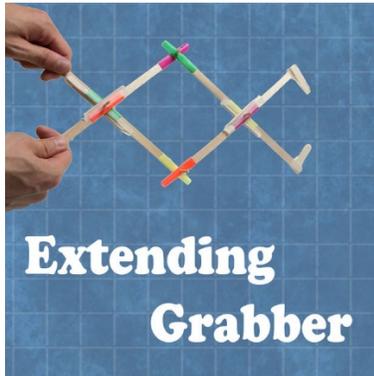
CRAFT

Longer program option (30-40 minutes):

Extendable Grabber

<http://www.instructables.com/id/Extending-Grabber/>

This craft may take longer or shorter, depending on the ages of the children attending. Using only skewers, popsicle/craft sticks, plastic straws and pipe cleaners, children can make a “claw” grabber. If some children are done sooner than others, they could be encouraged to decorate their claw, or paper airplane instructions (below) could be left out for self-directed engineering.



Shorter program option (~20 minutes):

Paper Airplane Fleet

How to make a Gyro Plane <http://www.instructables.com/id/How-to-Make-a-Gyro-Plane/>

Better Paper Plane <http://www.instructables.com/id/A-Better-Paper-Plane-For-All-Mankind/>

If your library has a book on paper airplanes, more styles could also be added. Let children build the paper airplane(s) of their choice and decorate them, then have the children line up and race their planes. Alternatively, if there is a stair case or balcony, throw them from a high place. Award prizes for which planes flew furthest/did the most loops/flew highest etc.

BOOK LIST

Duct Tape Engineer by Lance Akiyama

Smithsonian Maker Lab: 28 Super Cool Projects: Build, Invent, Create, Discover by Jack Challoner

Maker Projects for Kids who Love Robotics by James Bow

The Way Things Work Now by David Macaulay

The Templeton Twins have an Idea by Elis Weiner

My Explosive Diary by Emily Gale