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Activity Instructions

Equipment List

- 24 Cylinders
- 24 Straps
- 4 Bungee Rings

1. BuildBlitz™

Objective: Be the first team to move all their cylinders from one side of the playing area to the other.

Number of Players: Up to 24.

Setup:

- Use the playing area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create a start and finish line.
- Place cylinders on the start line in two groups of 12. Ensure there are 2 of each Rainbow® color in each group. Designate each team to one of the groups of cylinders.
- Divide players into 2 teams of 12.
- Each team receives 12 straps and 1 bungee ring.
- Teams connect the straps to the bungee ring.
- Each player operates (holds) 1 strap.

Game Play:

- At the signal, teammates work together using their nylon strap to move all their cylinders 1 at a time from the start line to the finish line.
- After all their cylinders are at the finish line, teams stack their cylinders to make a tower.
- Continue play for a predetermined time.

Scoring:

- Teams earn 1 point for each cylinder they were able to move to the finish line, and 1 additional point for each cylinder they were able to stack. The team with the most points after a predetermined time, wins.

Options:

- Teams earn 1 extra point for each row they add in height.
- Teams earn additional points for stacking same-colored cylinders on top of each other.
- For increased difficulty, each student holds 2 straps. Teams take turns playing the game if needed.

2. BuildBlitz™ Tower

Objective: Be the team to unstack and rebuild the tower.

Number of Players: Up to 24.

Setup:

- Use the playing area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create 2 start and rebuild areas, about 10' apart. Ensure there is enough space between the two teams' playing areas.
- Place 12 cylinders in each team's start area.
- Build a tower (applicable to age/ability of players) using 12 cylinders. Repeat the same tower on the other group's start area.
- Divide players into 2 teams of 12.
- Each team receives 12 straps and 1 bungee ring.
- Teams connect the straps to the bungee ring.
- Each player operates (holds) 1 strap.

Game Play:

- At the signal, both teams hold the straps to control the bungee ring while unstacking their tower, carrying the cylinders over to their team's rebuild area, and rebuilding their tower 1 cylinder at a time.
- If a team knocks over their tower or drops their cylinder, they need to restart.

Scoring:

- The team that rebuilds their tower the fastest, wins.

Options:

- If a team knocks over their tower or drops their cylinder, they don't need to restart.
- For an increased/decreased challenge, start with a taller/shorter tower and increase/decrease the distance between the start and rebuild area.
- Teams need to only unstack their tower and bring them over to the rebuild area, or start with the cylinders unstacked and teams need to create the tower.

3. BuildBlitz™ Tic-Tac-Toe

Objective: Be the team that creates 3 cylinders in a row (tic-tac-toe).

Number of Players: Up to 12 players

Setup:

- Use the playing area available; a basketball court indoors is recommended. Adjust the boundaries and size of the play area according to the age/ability of players.
- Create a tic-tac-toe board using floor tape (not included) in the middle of the playing area.
- Create a start area for each team on opposite sides of the playing area.
- Assign teams cylinders in 2 colors, and place them in their team's start area.
- Divide players into 2 teams of 6.
- Each team receives 6 straps and 1 bungee ring.
- Teams connect the straps to the bungee ring.
- Each player operates (holds) 1 strap.

Game Play.

- At the signal, teams hold the straps to control the bungee ring to grab one of their cylinders, bring it to the middle, and place it on the tic-tac-toe board in their desired square.
- 1 team can place a cylinder at a time. Whichever team gets to the middle first, can place their cylinder first.
- If a team drops their cylinder, they restart from the start area.

Scoring:

- The first team to get 3 cylinders in a row, wins.

Options:

- For an increased challenge, each player uses 2 straps.
- For a decreased challenge, players can hold the strap closer to the bungee ring.
- After a team places its cylinder on the playing board, they return to their team's starting area and do a predetermined exercise before grabbing their next cylinder.