

Duck Derby

There will be an introduction of what the Duck Derby is at Fulton followed by instructions for what the participants are going to do. When I am giving the instructions, please make your way to the area you will be holding your game. When you go to your area, please be in order with group 1 being at the front left of the stage and working your way around the room to group 12 being at the front right of the stage. Make sure you have enough room for 15 or 16 people at your station without taking up too much room. You need your group sign, your instruction sheets, and any materials that it says you need. They will find you by the sticker on their name tag and the group number. Listed below are the group numbers, person leading the group, game you are leading, and the sticker on the name tag.

1. Pam – Magic Carpet – Zebra
2. Taylor – Cup Sailing – Rhino
3. Joyce – Spelling Challenge – Lion
4. Jacinda – Levitation – Giraffe
5. Jane – Buzz – Volleyball
6. Jennifer – Human Alphabet – Football
7. Tiffany – Straw/Cup Challenge– Soccer ball
8. Gary – Co-op Walk – Basketball
9. Ann – Yep That’s Me – Fish
10. Karen Dawson – Duck For A Buck – Turtle
11. Leslie – Floating Bridge – Shark
12. Jim – Umbrella Game – Tennis ball

After they have had time to get to their groups (you should have about 15 people), you will have about 5 minutes to read the instructions and play the game. If you finish early, you can process the activity and discuss how this would work with students. At the end of the 5 minutes, music will begin to play and the group will go to the next higher number (station 12 will move to station 1). When the music stops, begin the game again. We will make 6 rotations so they will not see all the games. After the 6th time, I will signal the end of the activity and ask everyone to grab a chair to move back into rows. At that time, please gather your game materials and move them to the back corner of the room so everything is out of the way. We’ll move it back to the Board Room after the general session is complete.

THANK YOU ALL VERY MUCH FOR AGREEING TO HELP OUT!!!!

Magic Carpet

Supplies needed: tarp

Read to each team: Your team has found a magic carpet. All team members will get onto the magic carpet (the tarp). You will notice that you aren't going anywhere because it's broken. The only way to make it work is for everyone to stay on the tarp and turn it over. If anyone steps off the tarp, you must start over.

Cup Sailing

Supplies needed: Styrofoam cup, string, 2 chairs

Read to each team: You must get the cup from one chair across to the other one without touching it. Each team member will sit on the ground and blow into the cup to get it to move. Each time the cup makes it across the open area, the game monitor will move it back to the start. You will have 5 minutes to get the cup across the area as many times as you can. All team members must participate.

Spelling Challenge

Supplies needed: foam letters, pencil, and paper to record the answers

Read to each team: Your team will all work together to create as many words as you can before time is called. The words must be 4 or more letters long. A team member will write the words on an answer sheet that you will leave with the game monitor when you are finished.

Levitation

Supplies needed: hula hoops

Read to each team: Your team will all work together to lower the hula hoop to the ground. Starting with the hula hoop at shoulder height, each team member must put one finger under the hula hoop. Use your index finger as though you are pointing to someone across the circle from you and keep your thumb tucked down. You may not curl your finger around the hula hoop. Everyone's fingers must stay touching the hula hoop at all times. If someone's finger comes off the hula hoop, you must return it to shoulder height and start over.

They can break into 2 groups if there isn't enough room for everyone to get a hand onto the hula hoop. Tent poles work well for larger groups.

Buzz

Supplies needed: None

Read to each team: Your team will stand or sit in a circle for this game. You will count from 1 to 100 with each person saying a number. You cannot say any number that ends in a seven or is a multiple of seven. If you do, the game monitor will buzz you and you will have to start over at one. Since your goal is to reach 100, you must work quickly and carefully.

Duck for a Buck

Supplies needed: Duck shaped cut-outs

Read to each team: Explain that MASC has chosen Special Olympics of Missouri for our state charity and we like to make that a part of every event that we do. You can discuss the Duck Race we have at camp and that we have started including Special Olympic athletes in our Level 2 program. MOST IMPORTANTLY – Please encourage everyone to buy a duck for a buck in the resource sales area. For each duck they buy, they will receive a raffle ticket that will be drawn for a special prize. Ducks will be available for purchase before and after all general sessions.

Human Alphabet

Supplies needed: none

Read to each team: The goal is to form the letters of the alphabet before time is called. All members of the team participate using at least 2 members for each letter. Get the team in a line and after the first group forms the letter A, they go to the end of the line. Then, the next group forms the letter B they also go to the end of the line. Continue in this manner until you have formed all letters A – Z in order. The game monitor will approve each letter before you can move on to the next one. You may form the letters standing, sitting, or laying on the ground and they can be lower case or upper case.

Straw/Cup Challenge

Supplies needed: straws (one for each person) and one Styrofoam cup

Read to each team: All team members will get one straw. You may not use your hands in this activity. Place the straw in your mouth and using only the straw, you will pass a Styrofoam cup around the circle. If the cup drops, you must start over. The goal is to pass the cup completely around the circle before time is called. You have finished this challenge when the cup gets back to the person who started it.

Umbrella Game

Supplies needed: umbrella, bag of tennis balls, tape to mark the line to stand behind

Read to each team: The object of this game is to get as many tennis balls to land in the open umbrella. All team members will participate in this game. When it is your turn to attempt this, step up to the line and toss the tennis ball towards the umbrella. The ball can only bounce once and must bounce once before it lands in the umbrella. The ball only counts as a point if the ball stays in the umbrella. The game monitor will not retrieve balls for you. Your team will have 3 minutes to get as many points as you can. Remember everyone must participate.

Co-op Walk

Supplies needed: co-op walk boards and tape to mark start and finish lines

Read to each team: Team members should find a partner to walk together with. All team members must make it from the start line to the finish line but cannot touch the ground between the two lines. You must move your entire team using the co-op walk boards. Two people at a time will participate in this event. The game monitor will return the trolley to the start line after it has completely crossed the finish line. Each person must place one foot on each co-op walk boards directly behind a rope that will be used as a handle. The team must work together to cross the area as quickly as possible. Your goal is to get the entire team across the area before time is called. If you have an odd number of people, one person can go twice.

Yep That's Me!

Supplies needed: questions

Read to each team: The entire group will stand in a circle. The facilitator will read a question and if your answer to that question is yes, take one step forward into the center of the circle. Some questions will generate a lot of laughter or comments and we may ask for a good story to be shared. After each question has been answered, return to the original circle and we will continue on to the next question.

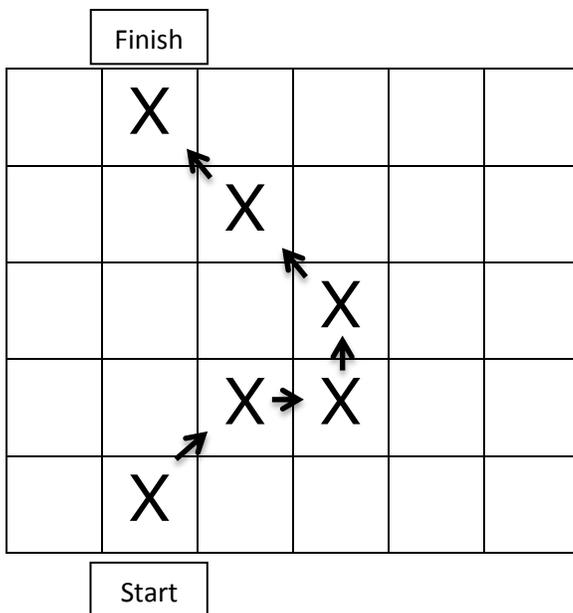
- Have you ever gone in to the wrong restroom (ex: a man going into a women's restroom)?
- Have you ever been a guest at a surprise party?
- Have you ever gone skiing?
- Have you ever been on TV?
- Have you ever broken a bone?
- Has anyone ever thrown a surprise party for you?
- Have you ever called your boyfriend or girlfriend by the wrong name?
- Have you ever cheated on an exam?
- Have you ever eaten in a restaurant and realized you have no money with you?
- Have you ever eaten something that you thought you wouldn't like, but found out that you actually liked it?
- Have you ever eaten frog legs?
- Have you ever fallen asleep and forgotten where you were?
- Have you ever fallen down the stairs?
- Have you ever fallen in love at first sight?
- Have you ever given a false excuse to get out of something you didn't want to do?
- Have you ever gone mountain climbing?
- Have you ever dreamt of a ghost being in your bedroom and then waking up and finding yourself looking around for the ghost?
- Have you ever gone to greet a friend or family member then noticed it was someone else?
- Have you ever met a celebrity?
- Have you ever played a joke on one of your teachers?
- Have you ever raised your hand to answer a question, and then forgot what you were going to say?
- Have you ever received a present that you really hated?
- Have you ever gone surfing?
- Have you ever ridden a horse?
- Have you ever said yes when you meant no?
- Have you ever slept in a cave?
- Have you ever thought of something funny and started laughing out loud in the presence of others?
- Have you ever guessed someone's age wrong (younger or older)? How did the person respond?
- Have you ever ridden a motorcycle?
- Have you ever kissed somebody by mistake?
- Have you ever laughed until tears came from your eyes?
- Have you ever fallen asleep while talking on the phone?
- Have you ever seen a tornado?
- Have you ever had an electricity blackout while taking a shower?
- Have you ever picked your nose in public?
- Have you ever milked a cow?
- Have you ever hitchhiked?
- Have you ever fainted?
- Have you ever been trapped in an elevator?
- Have you ever walked into a window because it was just that clean?
- Have you ever met someone who has six fingers?
- Have you ever asked a woman when she was "due" and she wasn't even pregnant?

Floating Bridge

Supplies needed: tarp with grid taped on it

Read to each team: The object of this game is to get the entire team safely across the floating bridge. This tarp is a bridge floating on the water. Some squares have solid bases and others will sink when you step on them. Without talking, the team will try to cross the bridge one person at a time. You may move only one block away with each step. You may move left, right, diagonally left or right, or straight in front of you but never move backwards. There is only one correct path to reach the other side. When you take a step, the game monitor will tell you if the path is correct or not. If it is correct, you can try to move on to the next square. If it's incorrect, you go to the end of the line and the next person gives it a try.

GAME MONITOR: It works best if you stand on the ending side of the bridge and watch as they take their steps. The path that is required is shown on the grid. Make sure the tarp is set up correctly with the 6 boxes on a side is to the left and right of them.



NOTES:

- Duck Derby at camp is spread out all over the college campus and they must strategize to get to as many games as possible for earning the most points.
- Teambuilding and planning activity – often can be a make it or break it moment for the group
- Olympics is handled as games in the round like we will do tonight
- There will not enough time to get to all stations
- Variety of games offered to play to different people's strengths
- Some games require all team members and some only require a few members – games chosen for this require participation from all unless you feel unsafe or uncomfortable with doing so
- Duck for a Buck – MASC charity of choice is SOMO and we will be selling paper ducks for \$1 at the resource sales area. You will receive a raffle ticket for each duck you purchase.
- INSTRUCTIONS: On the back of your name tag there is a sticker. I will read a list of what number group will correspond to the different stickers. When it is time to start, find the person holding the sign for your group number and sticker. After everyone gets to their group, we will announce that it is time to start. You will have about 5 minutes for each game. When the time is up, we will begin playing music so you know to move on to the station. Group 1 will move to group 2 and so on around the room. When the music stops, you will begin the next game. We will have time for 6 rotations. After the 6th rotation we will ask that you return to your seat for a quick wrap-up.