

TEAM GAMES

LESSON PLAN



WOLF RIDGESM
ENVIRONMENTAL LEARNING CENTER

TEAM GAMES



CLASS DESCRIPTION: A Group Building Class

As members of a team, students learn about the life skills of trust, communication, cooperation and logical thinking while playing games, solving problems, and working through challenges. The team will be collectively analyzing how effective they were before, during, and after the games. Processing experiences will focus the students on discussing how to use these skills to solve problems and challenges they encounter at home, at school, and in the community.

Total Time: 3 hours (2.5 hrs outdoors)

Audience: 6-20 students, 4th grade through adult

Activity Level: Moderate

Site: Volleyball Court

GUIDING QUESTION:

How can we practice being an effective team?

CONCEPTS:

- Effective teams communicate well, make plans, cooperate, and include everyone.
- Team members need to trust each other when situations become difficult.
- Experimenting with being both a leader and a follower helps us recognize our strengths and weaknesses.
- Processing and evaluating group performance helps improve future experiences and challenges.
- Practicing team and life skills in simulated situations can teach us how to use them in real life situations.

OUTCOMES:

Upon completion of the Team Games class students will be able to:

1. Use logical thinking, trust, effective communication, and cooperation with others to solve problems.
2. Experiment with being a leader as well as a follower during team game scenarios.
3. Practice self-evaluation of their performances.
4. Understand that practicing team skills in games can empower us to reach our goals in real life.



Our mission is to develop a citizenry that has the knowledge, skills, motivation and commitment to act together for a quality environment.

6282 Cranberry Road | Finland, MN 55603-9700 | www.wolf-ridge.org

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Equipment

Kit Room:

- hula hoop
- 70-foot old climbing rope
- 20 blindfolds
- soft throwables
- 20 spot markers
- 1 set of processing props (UBUNTU cards, body part cards)

At Site:

- 2 pairs caterpillar boards (9 people/pair)
- 1 A-Frame
- 4 tires
- 4 eight-foot 2x6 boards
- 2 stump stand platforms
- 1 initiative wheel
- 1 initiative 12' wall
- 1 spider web

Appendices

- Additional Information
- References
- Skills Grid
- Spiral Learning Sheet
- Planning Outline

Set-up (15 min.)

- Classroom/class prep description
- Safety Management

I. Core Principles of Team Games

- A. Sequencing and the Team Games Spiral
- B. Themes
- C. Processing

II. What Skills Do Teams Need to Succeed? (10 min.)

- A. First Game
- B. Overview of the Class and Outcomes

III. How Can We Practice Being an Effective Team? (155 min.)

- A. Beginning Games
- B. Intermediate Games
- C. Advanced Games/Elements
- D. Off the Ground Games/Elements

IV. What Did We Find Out About Our Team? (15 min.)

- A. Review Experiences
- B. Discussion
- C. Relating Games to the Future and Real Life

V. Foul Weather Options

VI. Fun, Quick Change Pace Options

Clean-up (15 min.)