

Top Town Instructions



Towers of Hanoi

Goal

Move all boxes into the 3rd hoop.

Equipment

5 boxes of ascending size.

3 hoops

Directions

Lay the 3 hoops on the ground.

Stack the boxes from largest at the bottom to smallest at the top in one hoop.

Move one box at a time.

You cannot place a larger box on top of a smaller box.

Only one box is allowed on the ground within one hoop.

Safety

Boxes may be heavy- be sensible.

No standing on boxes.

Other

Points for team work.

Points for time taken.

Record time taken.



Top Town Instructions



Tangram

Goal

Use all shapes to make the given pattern.

Equipment

7 wooden shapes.

Pattern sheet.

Directions

Use all 7 pieces to complete a pattern on the pattern sheet.

Once completed they can start the next pattern.

Other

Points for team work.

Points for time taken to complete the square.

Points for number of patterns completed.



Top Town Instructions

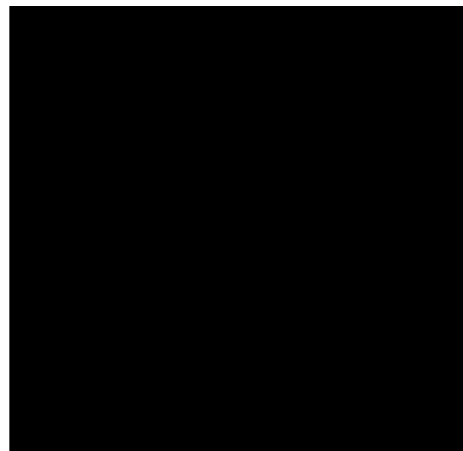


Tangram Pattern Sheet

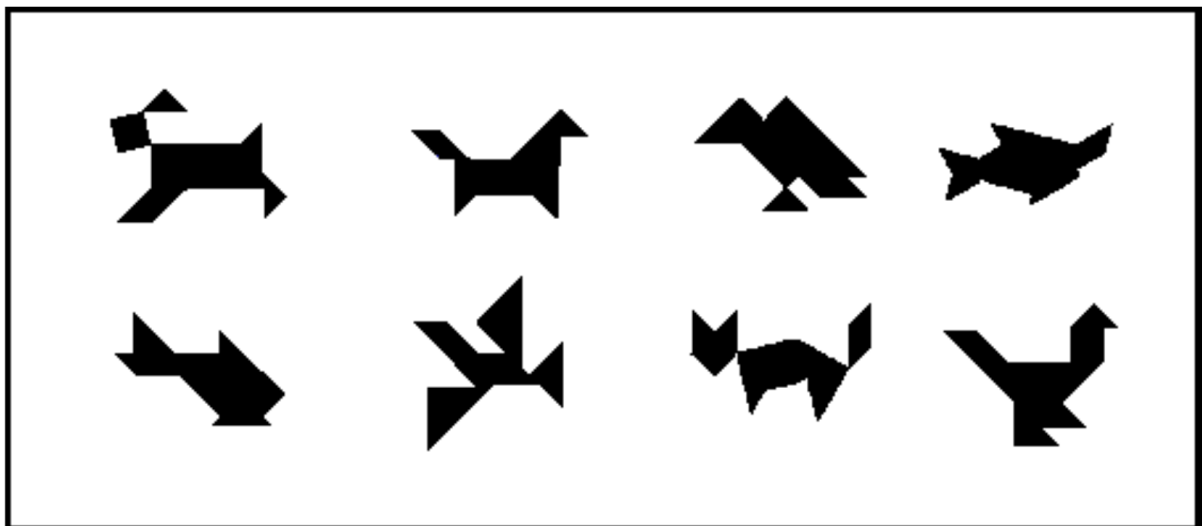
Tangram- seven boards of cunning



Use all 7 pieces to make a square



Now use all seven pieces to make each of these shapes



Top Town Instructions



Tyre flip

Goal

Flip tyre from starting line to finish line.

Equipment

1 large tyre.

Cones for start and finish line.

Directions

Set up start and finish point.

Members must stand on one side of the tyre and flip it toward finish line.

The tyre must not roll.

Repeat until goal is reached.

Safety

Tyre rolls away (The team can only flip the tyre not roll it.)

Everyone must stand on one side of the tyre to prevent the tyre getting flipped on to a person.

Other

Points for team work.

1 point for each time the tyre gets flipped successfully between point A and B

Record fastest time taken.



Top Town Instructions



Lava Crossing

Goal

Using the blocks provided the team must cross the "lava river."

Equipment

Blocks of wood.

Directions

Set up the start and finish line.

The team are only allowed to step on blocks while in the river.

The team can only cross the river by stepping on the blocks.

If someone falls into the river, then everyone must start again.

Safety

Members falling, group must support each other.

Other

Points for team work.

Points for time taken.

Record time taken.



Top Town Instructions



Grass skis

Goal

Team crosses the grass on skis.

Equipment

Skis.

Cones to mark start and finish lines.

Directions

Set up start and finish line.

Lay the skis at the start in the direction of the finish line.

Team members stand with left foot on the left ski and right foot on the right ski while holding the rope.

The team must work together to manoeuvre the skis to the finish line with only the skis touching the ground.

Safety

Falling off the ski, make sure team is looking out for each other.

Splinters, footwear must be worn.



Other

Points for team work.

Points for time taken.

Record fastest time taken.

Can split team into two and make it a race.

Top Town Instructions



A-Z

Goal

To name an animal with each letter of the alphabet.

Directions

All together each member of the team names an animal beginning with each letter of the alphabet.

For example: 1st person says Ant, 2nd person says Badger etc.

If the whole alphabet is complete continue again from the beginning using different animals.

Other

Points for team work.

Total the points and give a rating for each team.



Top Town Instructions



Numbers

Goal

To touch each number in the circle in order.

Equipment

Cards with numbers 1-30.

Rope.

Directions

Lay out the cards face up on the ground within the circle.

The team must touch each number in the circle in order 1-30.

Only one person must be in the circle at one time.

Everyone must have a turn.

Safety

Collisions, make sure group is aware of their team mates

Other

Time the group and see if they can get a faster time than other groups.

Points for team work.

Points for time taken.

Record time taken.



Top Town Instructions



Blind walking

Goal

Get team through obstacles blind folded.

Equipment

Blind folds.

Directions

Blind fold all but 1 team member.

The team member who is not blindfolded must direct the team using only their voice.

The team member who is not blindfolded can't touch the rest of the team and cannot do the obstacle course only stand to the side.

Safety

That blindfolded members do not harm themselves, be ready to stop an incident.

Other

Swap the member who is not blindfolded around or use two members who are not blind folded.

To make easier, allow the person who isn't blindfolded lead from the front and let them guid by holding hands/shoulder.



Points for teamwork.

Points for time taken.

Record time taken.

Top Town Instructions



Helium Pole

Goal

Lower the pole to the ground keeping it level.

Equipment

Helium pole (pole.)

Directions

Clear open space.

Line the team up evenly on two sides of the pole (no touching yet.)

Have team point with both their pointer fingers to the opposite side of the pole

Supervisor to place the pole on the fingers and tell them to lower it to the ground without separating contact with the pole and any fingers while keeping the pole level and only pointer fingertips touching the pole.

Safety

Careful not to fall on other members.

Other

Try dividing team in two and competing against each other.

Points for team work.

Points for time taken.

Record time taken.



Top Town Instructions



Gutters

Goal

Get the tennis balls from one end of the gutters to the other without touching it or letting the tennis ball touch the ground.

Equipment

Gutters.

Cones for start and finish lines.

Directions

Each member of the team must hold one section of the guttering.

Line the sections up.

Place the tennis ball in the starting gutter.

If the tennis ball lands on the ground the team must go back to the starting line.

Safety

Watch out for other members when moving with gutters to prevent hitting another participant

Other

Try dividing team in two and competing against each other.

Points for team work.

Points for time taken.

Points for amount of times they complete it.

Record fastest time from A – B.

Top Town Instructions



Mine Field

Goal: Get to the other side.

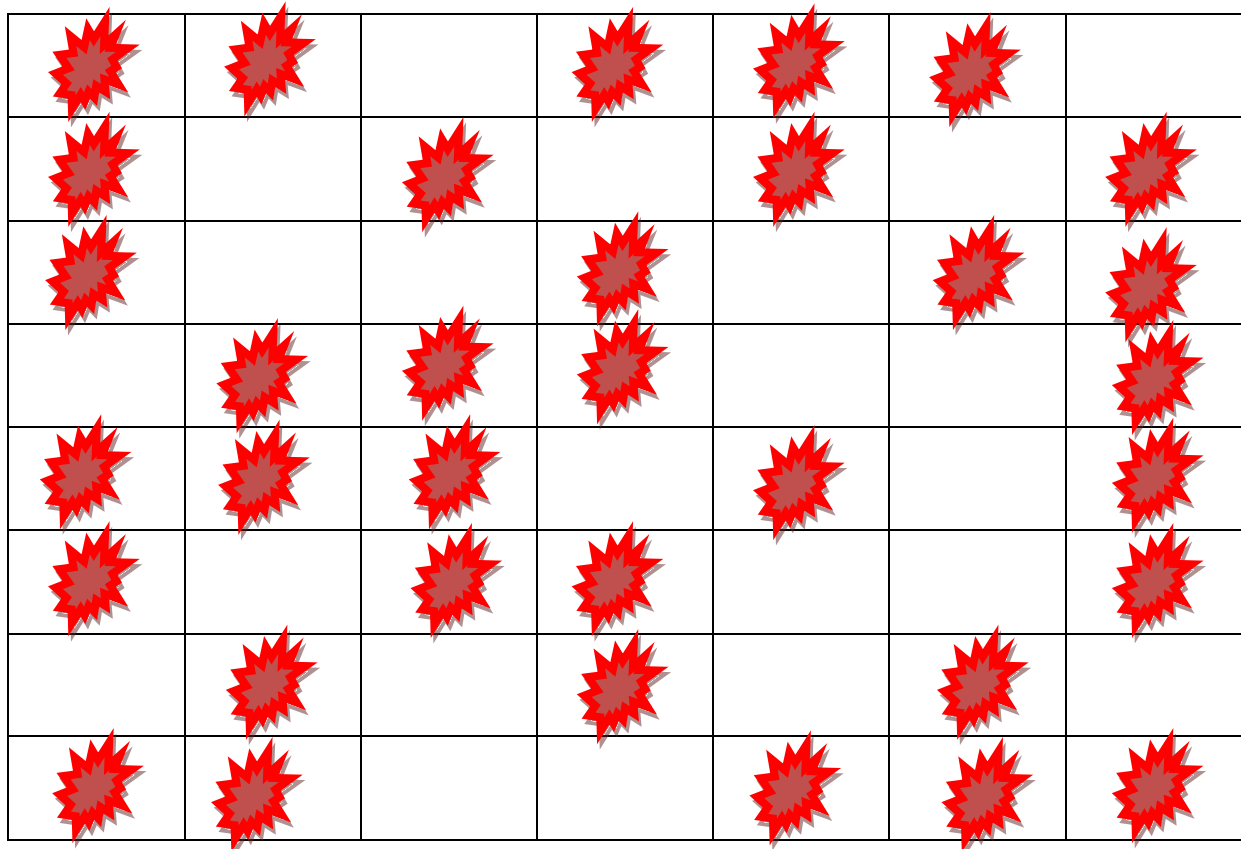
Equipment: 8 x 8 section marked out.

Directions: Tell the group to, one at a time, move one square at a time in any direction to find the correct path across the field.

The whole group starts again if one mine is stood on.

START

FINISH



Safety

Careful not to fall on other members.

Other

Try dividing team in two and competing against each other.

Points for team work/ time taken.

Top Town Instructions



Ring Toss

Goal

Get as many rings over the poles in the given time.

Equipment

Rings.

Poles.

Cone to mark point to throw from.

Directions

Set out the poles and cone.

The team takes turns to throw 3 rings from behind the cone.

Safety

Look out for unsafe behaviour.

Other

Points for team work

Points for the score the ring landed on.

Top Town Instructions



Taxi Ride

Goal

Get as many participants to the finish.

Equipment

1-meter length of pipe (x10).

1 kayak.

Cones to mark finish and starting line.

Directions

Place kayak on top of 4 pieces of pipe.

One participant to sit in the kayak and hold the handle.

Rest of the team to push the kayak to the finish line while adding more pipe lengths to stop the kayak from hitting the ground and stopping rolling.

If the kayak hits the ground, then the team must start from the starting line again.

Safety

Rider must keep their hands inside the kayak.

Participants to only grab pipes that the kayak has finished rolling over.

Look out for unsafe behaviour.

Other

Points for teamwork.

Points for number of successful kayak trips.

Record fastest time.



Top Town Instructions



Three Point Throw

Goal

Get the chosen balls through the hoop

Equipment

Cones for throwing line.

Chosen balls.

Directions

Team lines up behind the cones.

Each team member gets 1 turn at throwing before going to the back of the line.

Safety

Look out for unsafe behaviour.

Other

Point for each hoop made.

Points for engagement

Points for encouraging others.

Top Town Instructions



Corn hole toss

Goal

Toss as many beanbags into the hole as the time allows.

Equipment

2 corn hole toss boards.

Beanbags.

Directions

Split the team into 2 and teams take turns throwing the beanbags into the hole.

Safety

Look out for unsafe behaviour.

Other

Points for each corn hole toss completed.

Points for teamwork.

Top Town Instructions

Hole in the Wall

Goal

Shoot the balls through the wooden hole.

Equipment

Different kinds of balls

Directions

Stand 5m – 10m away from the target

and try to shoot or throw it through the hole in the wooden board.

Safety

Everyone must stand behind the person who shoots.

Do not stand underneath the target.

Other

Points for distance.

Points for different kinds of balls.

Points for goals in a row.



Top Town Instructions



Supervisors Score Sheet

Team _____

Activity	Points tally/ Time taken	Points Rating*	Team work points (out of 10)
Towers of Hanoi			
Three Point Throw			
Tangram			
Corn hole toss			
Tyre Flip			
Lava Crossing			
Grass Skis			
A-Z			
Numbers			
Blind Walking			
Helium Pole			
Taxi Ride			
Gutters			
Mine Field			
Ring Toss			