

# Top Town Instructions



## Towers of Hanoi

### *Goal*

Move all boxes into the 3<sup>rd</sup> 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

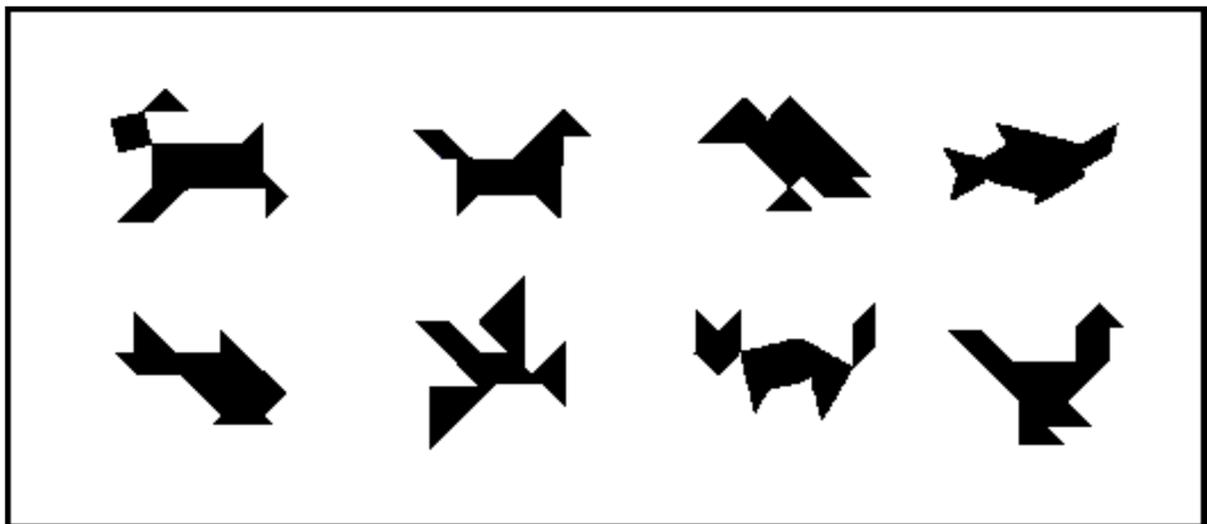
*Tangram- seven boards of cunning*



*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: 1<sup>st</sup> person says Ant, 2<sup>nd</sup> 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

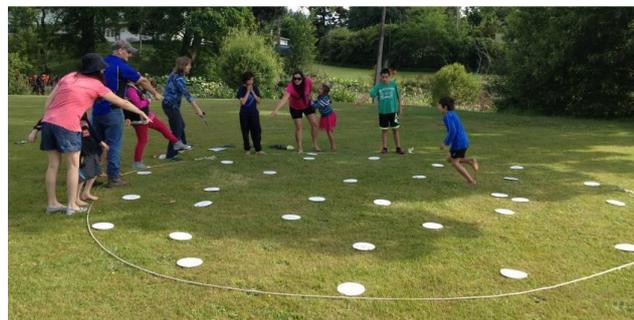
### *Other*

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.

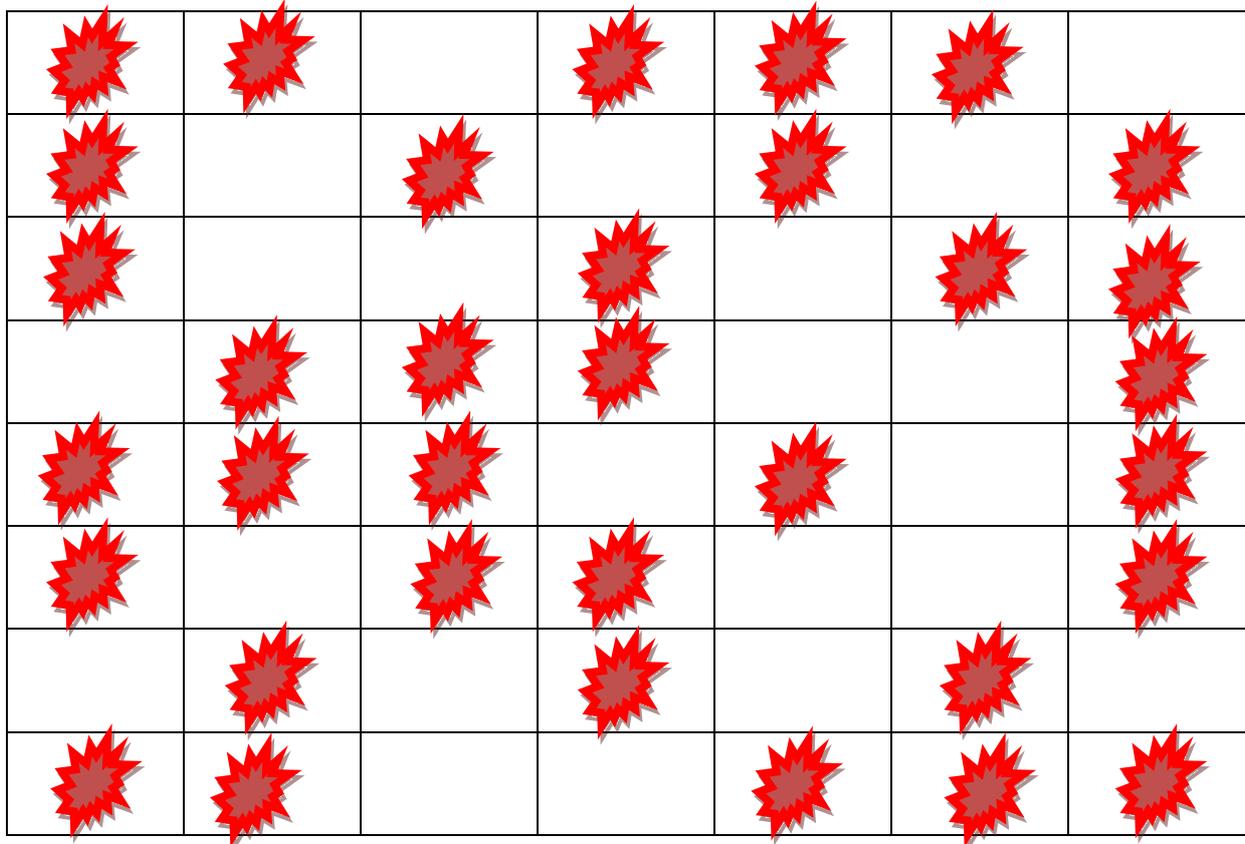
**Equipment:** 8 x 8 section marked out.

**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 hole

### *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



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			

