

CHALLENGE

A Herff Jones Impact Resource For Students

May, 2004

MAY CHALLENGE: **Leadership Carnival**

This is an activity designed to teach the concepts of group process, team building, project planning, evaluation and it's also lots of fun! Each group is to achieve as many of the assigned tasks as possible within the time limit. Each task has a certain point value and the object is to accumulate as many points as possible. All groups will receive the instructions at the same time.

The rules:

1. Give each group about 5 minutes to plan their strategy. The group must decide which events they will accomplish and in which order. Strategy is important.
2. Give each group a planning form to write down their plan of order for the activities. All group members will sign the form and return it for a signature before the activity begins.
3. At each station, designate someone to sign the planning form and assign points to the group.
4. If your group goes to a station that is occupied by another group, you must leave. Your group must go to the next

activity on your plan and return later when the event is free. You cannot stay and watch.

5. After one hour there will be a half time break of 30 minutes. The groups should evaluate and consider changes to their plan.
6. A signal will be given to start the event. Another signal will be given for the half time break, and a final signal will be given at the end the activity.
7. When the time expires, your entire group must be together as points are totaled. Late groups will be penalized 10 points for every minute that they are late.
8. **OPTIONAL:** Each group must have some form of transportation on which to travel. Each group will make their vehicle from butcher paper and decorate them as they wish. If your group stays together the entire time one vehicle is fine, but if the group separates then several vehicles are needed. Remember during any travel each member of the group must be in or on the vehicle.

A group will receive 30 extra points at the end if their vehicle arrives intact. The vehicles must be built before the group goes to any station.



Some activities (stations) could include:

FREE THROW

Each group will send one boy and one girl. They will get to shoot 25 free throws each.

Supplies: 1 basketball

Score: 2 points per free throw

HUMAN PYRAMID

Ten members of the group will build a 4-tier pyramid.

Supplies: None

Score: 50 points

JACK BE NIMBLE

Five members will perform jumping jacks in unison for 5 minutes.

Supplies: None

Score: Five points per Jumping Jack per person

This newsletter is a joint effort of Jackie Burch and Herff Jones, Inc.

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LEADERSHIP CARNIVAL ACTIVITIES

(continued from Page 1)

SIDEWALK POSTER

Create an informative, attractive poster for a dance on the sidewalk. Use an unlimited number of group members and create it in 5 minutes. Include name, date, time, place, cost.

Supplies: Sidewalk chalk

Score: 50 points if complete

MEASURE UP

Measure all of your group's feet to the nearest quarter inch and total up for the points.

Supplies: Measuring tape

Score: Total number of inches

WORLD CAPITALS

Five from the group.

Supplies: A sheet listing several countries with a blank for the capital

Score: 2 points per correct capital

MAGIC SQUARE PHRASES

Five group members identify well-known sayings shown in each square.

Supplies: Page of squares

Score: 2 points for each correct answer

OUTLINE OF STATES

Five members of the group identify states from their outline.

Supplies: A sheet with outlines of states

Score: 2 points per correct state

WIZARDS OF MATH

Five members of the group work problems dealing with a budget.

Supplies: A sheet with the math problems

Score: 2 points per correct answer

SPELLING

Five members of the group must spell as many words with 5 letters as possible during a 5 minute time limit. The words must be spelled correctly.

Supplies: 1 box of alphabet cereal

Score: 2 points per word

LULLABY

Make up and sing a lullaby of at least 10 lines.

Supplies: None

Score: 10 points

HUMAN ABCs

The entire group must use their bodies to make the alphabet one letter at a time. They may use any number of people per letter but the same person cannot participate in two consecutive letters. All members must participate in at least one letter. The letters are formed on the ground. The time limit is 5 minutes.

Supplies: None

Score: 5 points per letter completed

GIANT PUZZLE

Five members of the group assemble a puzzle. Four members are blindfolded. One person gives directions.

Supplies: Puzzle pieces, blindfolds

Score: 50 points for completing the puzzle

DOLLAR JUMP

The entire group must try to jump a dollar bill. They must grab their toes on both feet by reaching over the front of their feet and not let go during the jump or landing. Players must jump forward over the length of the dollar bill. They may not fall backwards. Players start with their toes as close to the dollar bill as possible. Their heels must clear the bill after the jump. Each player gets one try.

Supplies: Dollar bill

Score: 10 points per successful jump

"Individuals play the game, but teams win championships."

- Source Unknown -

COMMUNITY SERVICE

The group must give away their highest point total to another group of their choosing. There can be no deals made between the groups.

Supplies: None

Score: Depends on what is given up

One of the great things about Leadership Carnival is that one can be creative in designing the events. These are only a few examples to get started. A good number of events is about 25. There should be enough so that strategy is important.

