

CHARGER CHALLENGE

General Overview

The overall purpose of the event is create team chemistry and to foster healthy competition. Not to mention the pure fun that is had during the challenge.

Each nine weeks 15 students are selected from each of the three teams in our school. We look for a fairly equal number of boys and girls, and we want a variety of students. No student may be a repeat member of the team until the fourth nine weeks event, and even then we prefer to have first time students. This allows between 45-70 different kids the chance to participate.

The event takes place after school and is typically held in our cafeteria. We begin around 3:00 with an explanation of what is to come, and students are typically leaving at 4:45.

Events

For each of the following events points are awarded based on place- 3 points for 1st, 2 points for 2nd, and 1 point for 3rd.

Every team member will participate in two of the events- all members are in the hula-hoop race and then each students selects one of the remaining events in which the will compete.

Hula-Hoop Race (Event #1)

Each team of 15 stands in a large circle holding hands. A hula-hoop is placed around a pair of hands and the students work to pass hoop over their body and to the next person. The teams complete two rotations of the hoops around the circle. The team that does it the fastest is the winner.

Since we have three teams, we give the previous winner of the Charger Challenge a bye into the final round. Two teams are given practice time and then compete head to head. The winning team of the first round competes against the team with the bye to determine 1st place.

Paper Plate Race (Event #2- first option)

Set up numbered paper plates in the following pattern on the floor.

1	49	33	29	13	2	50	34	30	14
41	17	49	21	45	42	18	50	22	46
9	25	37	53	5	10	26	38	54	6
3	51	35	31	15	4	52	36	32	16
43	19	51	23	47	44	20	52	24	48
11	27	39	55	7	12	28	40	56	8

Each team selects four of its members to act as a relay team. The team is given a printed copy of the layout above, and each member selects a plate range (1-10, 11-20, 21-30, 31-40). The goal is to touch each of the plates by hand, in correct number order, as fast as possible. The team member cannot take the printed copy with him/her when touching the plates, but the teammates can direct to the correct location. When one student's series has been touched

he/she tags the next teammate and the next series begins. All three teams are competing at the same time in this head-to-head-to-head relay race. There is a pattern to the numbers but it is up to the kids to see if they can figure it out.

Balloon Relays (Event #2- second option)

Each team selects four of its member to act as a relay team. Each team is given a fully inflated balloon to use for the entire series. If the balloon pops at any time the team is finished with the event. The first student must place the balloon between his/her knees and “run” with it to a designated turn-around point. They must come back with it between the knees and then pass it to the next participant. The next person place it between his/her ankles and goes down and back. The next two people place the balloon between their foreheads and walk down and back together without the balloon dropping. The team chooses any two members to complete the last leg which has the students place the balloon between their backs and walk down and back. If they drop the balloon, then the other two members try. It alternates back and forth until one group is successful.

Ball-Bounce-Toss-Throw-Catch Type of Game (Event #3)

Each team selects three members to participate. This game changes from session to session, but the idea is that the team of three will work together to put a bouncy ball into a trash can. Sometimes the students blindly toss, sometimes they blindly move the can to catch the ball. Sometimes the ball is thrown; sometimes it is bounced. Points are awarded per “basket” and some shots can be worth more than others based upon difficulty. The exact method is not necessary, but equal participation among the members is.

Word Puzzles (Event #4)

For this event each team selects three members. Each group of students is shown a word puzzle such as “Pants Pants”. The team must work together to figure out the word or phrase shown by the moderator. They write down their guesses on a small dry erase board. (The answer to the given clue is “pair of pants”.) All three teams make guesses at the same time for the same puzzles. Each team is awarded a point for figuring out the right answer. There are five puzzles used and if there is a tie at the end of five then additional puzzles are given until there is a winner.

We have also used other puzzle type games ideas such as *Pictionary*, *Balderdash*, etc. Any game can work as long as all three teams are guessing at the same time, working together, and using the same puzzles.

In order to be more time efficient the Ball Bounce and Word Puzzle competitions take place at the same time.

Colonial Dodgeball (Event #5)

This is the final competition before entering the trivia round. It is a head-to-head game, so the team that is currently in the point lead gets a bye to the next round. Our game is similar to traditional dodgeball with a few adjustments. Five members of each competing team stand facing each other approximately 25 feet apart. Five “Xs” (made from tape) are placed in a straight line on the ground where each team stands. The team members must keep one foot on their X during the entire round, and if they leave the X for any reason they are out. Catching the ball does not eliminate an opposing player, and no player is able to return once eliminated. From here a normal dodgeball game is played, with the extra students retrieving the balls for each team.

Final Trivia Round

All team members participate in the trivia portion of the competition. This consists of five rounds of trivia questions that have been created by the teachers. Teachers come up with a category name and then five questions for each category. The categories can be about anything: school subjects, pop culture, sports, current events, etc. The questions increase in difficulty throughout the category. The first two questions are easier and are worth one point each. The next two are of medium difficulty and are worth 2 points each. The final question is the most difficult and is worth three points.

To start each round a teacher will offer up two categories. The team that currently holds the overall point lead is the team that gets to select which of the two will be used for that round. Once the category is determined, the 15 team members decide on one individual to answer the questions for the team. Each representative for the team goes to the “answer chair” with a dry erase board and marker. Each student can only be in the answer chair for one round. Therefore, five different kids will be used in this role.

When a question is read, each competing student writes down an answer and then stands. Once one person stands, the remaining two students have approximately ten seconds to come up with an answer. Correct answers earn points, blank boards result in no change, and an incorrect answer costs the team the point value of the question. Therefore, students are not encouraged to guess.

If a student does not know an answer, he or she can ask for help from one team member. However, asking for help costs the team one point. Therefore, these “phone a friends” are only used on two and three point questions. The student that is called upon for help, comes to the answer chair and writes down the answer, but then returns to his or her seat. The original competitor is not replaced. Teams may ask for help as often as they like, and any student can be asked for help as often as is needed.

Winning the Challenge

At the end of the trivia round the team with the most points wins the entire Charger Challenge. Each winner member of the team receives a button that has been created solely for Charger Challenge winners. Each member also earns three points towards our year-long “Tri Charger Cup” competition (think Harry Potter house points). The team also gets to decorate and display a giant trophy in their team area for the entire nine weeks. The winning teams and students are permanently posted in our hallway for the entire school to see.

