

HUMAN MACHINES

TIME 25–30 minutes

SUPPLIES

- › Masking tape

SET UP Use tape to mark start and finish lines 15–20 feet apart.

SAFETY NOTE This activity requires open space for moving about, and members need to be comfortable with close physical proximity.

THE GAME Divide your group into teams of three. Tell each team to devise a human machine that can move from the starting line to the finish line. Only two legs and two arms of the triad may touch the ground. Once the “machine” has covered the prescribed course, the team receives a “patent” on their movement methods—no other group can duplicate their method! Only one team can proceed at a time. Give teams time to strategize at the beginning.

GOING DEEPER

- › How did you develop your machine ideas?
What ideas did you not use, and why?
- › Was it easy or difficult to involve each team member in your machine’s function?
- › How did you respond if another team patented your idea before your team got to try?

MYSTERY PARTNERS

TIME 30 minutes

SUPPLIES

- › Note cards and pens or pencils

THE GAME Give each player a note card and pen. Instruct them to list three of their favorite hobbies or things to do and not share what they’ve written. Ask them also to draw a picture (stick figures are fine) or identify themselves with a symbol that represents their interests. Collect and shuffle the cards. Distribute a card to each person and give each player an opportunity to guess the name of his or her “mystery partner.” If a player guesses correctly, allow their mystery partner to comment on what he or she wrote. If a guess is incorrect, ask the mystery person to reveal his or her identity. Continue until all players identify or learn their mystery partner’s identity.

GOING DEEPER

- › What clued you in on your mystery partner’s identity?
- › Why is it important to have a good self-image?
- › How can you help yourself and others build a positive identity?