

PE2 the Max II

What Did You Say? — 2–8

Objective: Watch heads turn with a look saying “what did you say?” when you explain this unique, exhilarating, heart-pounding game that will blow their minds when teams not only must cooperate and strategize, but face the ultimate challenge of trying to succeed by only using non-verbal communication.

Equipment: (Needs are based on 16 teams of three to four players per team)

- ✦ Hula hoops (16 or one per team)
- ✦ Jump Ropes or speed ropes (16 or one per team)
- ✦ Large Face Playing Cards (5-6; add more decks for classes of 70 or greater)

Scenario: An evil witch has placed a spell on the entire town of Moofaloo. While looking in her book of spells, the witch realized that in order to cast the spell, she had to provide a potion to break the spell. So, to confuse the town’s people, the witch spread parts of the recipe to the potion needed to break the spell all over town. The witch also spread other recipes all over town to make it even harder to find the correct potion. The town’s people are terrified of this horrible spell and don’t know what to do. Although seemingly impossible, the town’s people must collaborate and form search parties to seek out and find the correct recipe to the potion to break the horrible spell. **Note:** *do not reveal the conditions of the witch’s spell until after explaining all of the procedures.*

Procedure:

Spread out 16 hula hoops within the gym boundaries. Next, place one jump rope inside each hula hoop. Finally, scatter all of the decks of cards (face down) on the floor in the center of the gym (see Mathletics diagram for setup). The **object** of the game is for each team to find and collect all of the

recipe pages necessary to create the potion for breaking the witch’s spell.

To Begin: instruct students to get into groups of three/four and to sit beside a hoop to await further instructions. Read the scenario and explain that each team must work together to seek out and collect all of the pages of the recipe to break the horrible spell. All of the cards, scattered face down in the center of the gym represent the “pages” of the recipe book. First, explain that the spell can only be broken by finding all of the pages to one of the following recipes. Note: choose one of the following requirements (or recipe) to be completed during the first round. Choose a new requirement each succeeding round:

1. Find four different cards, but four of each of those cards with a total of 16 cards. For example, a team could win with four aces, twos, fives, and eights.
2. Find three different cards, but five of each of those cards with a total of 15 cards.
3. Find five different cards, three of each of those cards with a total of 15 cards.
4. Find six different cards, three of each of those cards with a total of 18 cards.
5. Find eight different cards, but two of each of those cards with a total of 16 cards.
6. Or, make up your own unique requirement.

For example, to start working on requirement # 1 above, all players must earn the right to take a trip to the center of the gym **each time** they want to go turn over up to two cards (recipe pages) or they want to return up to two unwanted cards. A trip to the center to turn over or return unwanted cards is earned by either jumping a rope 10 times or by jogging one complete lap around the gym.

