

Plan:

- When will you play this game?
- Where will you play this game?
- What will you need for this game? Where will you get your supplies?
- Who will lead the game?

Do:

- Try the paper plate relay challenge!

Review:

- What do you know now that you did not know before?
- What was your favourite part of this game?
- Who gave very clear instructions? What did she or he do to communicate clearly?
- What strategy did your team use? How effective was it?
- If you were to try this game again, what would you do differently next time?

Safety Note:

- What should the runners be wearing?
- How can you make your playing space as safe as possible for this game? What hazards should you look out for?

Online Resources:

- [The Right Place, the Right Time and the Right Footwear!](#)
- [LEGO](#)



It starts with Scouts

Paper Plate Relay

Leadership

**The Adventure:**

Divide your Company into teams of three. For each team, you will need a set of: a plate, a cup, and three dowels (or skewers). Mark the dowels with coloured bands. Each set of dowels should include one with three small red bands, one with two thick green bands and one with a single thick blue band. An additional set (plate, cup, dowels) is reserved in a location out of sight from the teams.

At one end of your playing space, arrange one set of plate, cup and dowels for each team. Each team will then have to duplicate the arrangement exactly.

One team member does the building, but that person is at the other end of your playing space and cannot see the model. The other two team members take turns (like a relay race) to run back and forth between the model and the structure. Only one team member can give instructions at a time, and one team member must always be running. The first team to duplicate its model wins!

Make up your own ideas on how you may make this more challenging. Perhaps change the components of the model—for example, try using LEGO.

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