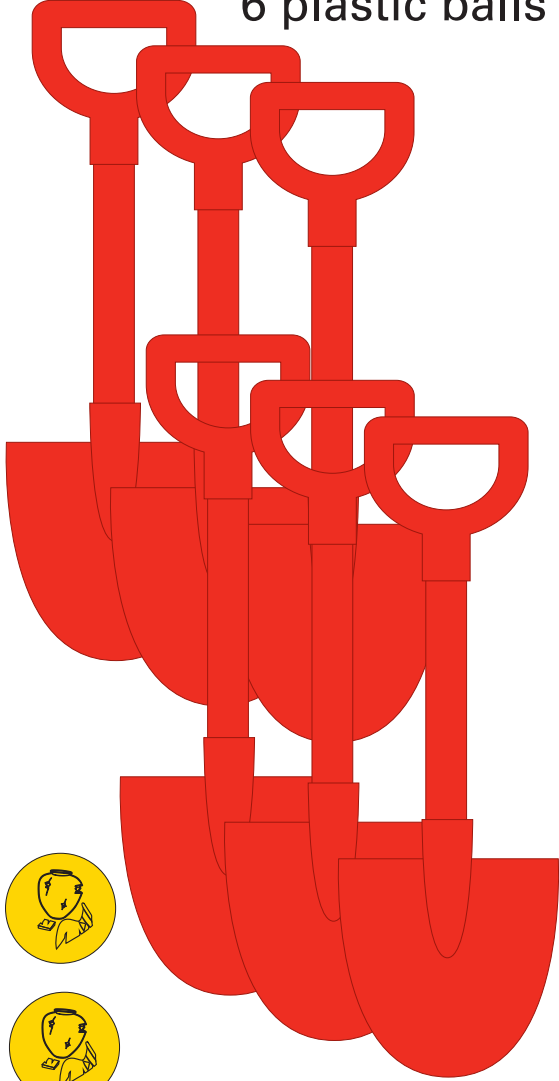


6 plastic balls



13971727 Race with the Artifact Relay

Game Pieces

- 6 Shovels
- 6 Artifact Plastic Balls

Goal – be the first team to complete the relay

There are many ways to play this game. Two options are given below.

Option A:

You will need a large open area to play the relay game. Divide the students into two teams. Half of each team will stand on opposite sides of the playing area. Pick a side of the playing area to start the relay. The first student on the starting side will carry an “artifact” on the shovel to the opposite side of the playing area – balancing the plastic ball on the center of the shovel. Each team will have three shovels and three “artifact” balls. Players can be holding their shovels with the “artifact” balls in order to relay as soon as the player crosses the playing line. Once on the opposite side, a player from that side will then carry an “artifact” ball back across the playing area. Play continues until all players have carried an “artifact” ball across the area. At any time if a player drops the “artifact” ball, that player must return to where he or she started and try again. If there is an odd number of students, a player from the team with fewer players must have a second turn. The first team to get all players successfully across the playing area wins the game.

Option B:

You will need a large open area to play the relay game. Divide the students into two teams. Half of each team will stand on opposite sides of the playing area. Pick a side of the playing area to start the relay. The first student on the starting side will carry an “artifact” on the shovel to the opposite side of the playing area – balancing the plastic ball in the shovel. Each team will have three shovels but only one “artifact” ball. The player with the “artifact” ball must transfer the ball onto the next player’s shovel. Once transferred, that player goes back across the playing area to the next player. Once a player is done, he or she will have to pass the shovel to the next player in line. At any time if a player drops the “artifact” ball, that player must return to where he or she started and try again. If there is an odd number of students, a player from the team with fewer players must have a second turn. The first team to get all players successfully across the playing area wins the game.

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