

Activity: Quarter Squeeze

Materials: A coin, a stuffed animal, and an odd-number of participants

Procedure:

- Clear a large space in the center of the classroom.
- Have anywhere from 10 to 20+ kids pair up facing each other. Have them turn back to back, sit on the floor shoulder to shoulder, and hold hands.
- The pair that is closest to the front of the room can turn to face each other.
- The “odd-person out” will sit with these two people to form a triangular grouping, facing the back-to-back line.
- The “odd-person out” is the coin-flipper. The other two in the triangular grouping are the lookers. Everyone else is a squeezer, except the last in each row, they are the grabbers. They grab the stuffed animal that will be placed about 6 feet (2 m !) away.
- The squeezers and grabbers have their eyes closed.
- The game is played when the coin is flipped. The lookers are instructed that they can squeeze the hand of the person next to them when the coin shows HEADS and do not squeeze when the coin shows TAILS.
- Hands are squeezed in a relay-type race until it reaches the grabbers, who lunge for the stuffed animal. The team who gets the stuffed animal gets a point.
- If a team “squeezes on TAILS”, the other team automatically gets that point.
- Repeat the relay as many times as you feel necessary. We had games lasting over 30 minutes.

Discussion:

The lesson in this game is teamwork. I had very successful discussions with my classes regarding which member of the team was the most important – the flipper, the looker, the squeezer, or the grabber. Our discussions included which groups in our school (student body, student council, staff, administration) were the flippers, the lookers, the squeezers, and the grabbers.

****from Phil Boyte****