

SAVE FRED

MATERIALS (per group of 4)

- 1 gummy worm (Fred)
- 1 soft gummy life saver candy (life preserver)
- 1 small, clear plastic cup (boat)
- 4 paper clips (rescue materials)
- Tray (lake) optional

SET UP

- 1. Place the materials on a tray (optional) or table as shown in the photo.
- 2. Before starting, read Fred's story out loud:

Fred is a friendly gummy worm who went to the lake one day. Silly Fred forgot to wear his life preserver so when a strong wind caused his boat to capsize, he was in trouble: Fred ended up on top of the boat and his life preserver underneath! Can you save Fred?

There are 3 **goals** for this activity:

- 1. Turn his boat right side up
- 2. Get Fred back into his boat
- 3. Put on his life preserver.

There are 3 rules or challenges:

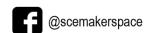
- 1. Students can only touch the paper clips. They <u>cannot</u> touch Fred, the boat, or life jacket with their hands.
- 2. Students <u>cannot</u> cause injury to Fred (i.e., by poking him with the paper clip) or drop him into the water (he will drown).
- 3. Students cannot break the life preserver.

SKILLS REQUIRED: teamwork, problem solving, communication, and fine motor skills.













DEBRIEFING: After the activity, ask each team these questions...

- Did your plan to save Fred work?
 - o If yes: What part of your plan worked?
 - o If no: What didn't work? And why didn't they work? Teamwork:
- Why was teamwork so important for this activity? Give specific examples.
- What is so hard about teamwork?
- What did you do today to contribute to the teamwork on your team?
- What are some skills needed to be good at teamwork?
- Was anyone frustrated at all during the activity? If so, how was it handled?
- What did you learn about yourself or others?
- How can we use what we learned through this experience in situations outside the game?



