

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 cannot touch Fred, the boat, or life jacket with their hands.
2. Students cannot 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?
 - If yes: What part of your plan worked?
 - 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?