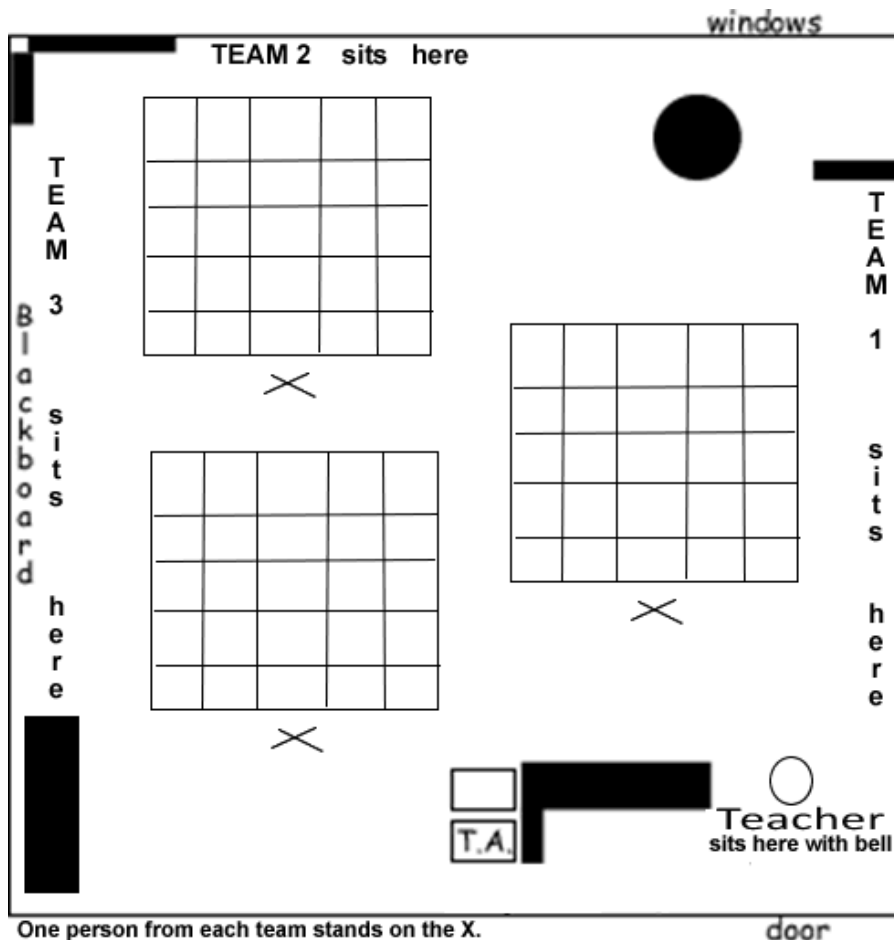


## Checkerboard Challenge also called Snake Chain Challenge

From the blue book *"More Leadership Lessons"* page 23

After attendance tell the students to ..... **"Clear out the Middle"** ..... The students will move the desks to the sides of the room. Just sit back and watch them go. This should be done rather quickly. (Class 1 **"Clears out the Middle"** and Class 2 students will put the desks back the way they're supposed to be at the end of the day). They should now "Circle Up." Have them sit in a giant circle. There should be a short stool for you.

This game has nothing to do with checkers. Divide the students into 3 teams. Then have the students use the blue tape in cupboard #8 to make the game board illustrated below. Each team will need to construct 1 5x5 square (Don't have the kids measure just create a box with 25 squares). The individual squares should be large enough to stand in but, not too big so that the other teams are not allowed enough room to create their own squares.



One person from each team stands on the X.

Team 1 goes 1st. A student will know that they have chosen the correct square because they will not hear the bell. Ding the bell if the student chooses the wrong square. Team 1 member sits down. Now its Team 2's turns etc.

Once everyone has gone start again. Until they figure out the pattern. Once a member makes it to the other side with no errors ding the bell like crazy.

left or straight, the teammates may not point or that the teammates may not speak etc. You may monitor this or have a student volunteer monitor this extra rule and **"Banish"** those who choose to break the rule. (To be banished means that the entire team will need to face away from the puzzle for about 2 moves, a whole round or 3 minutes.)

On **Day 2 or 3**, have the kids create their own pattern on the WKS provided in cupboard #8 or by making a 5x5 square on their own piece of paper. They should number their steps. Step 1-2-3-4-5-6-7. They then can run the game. Collect the papers and randomly choose a player to run the game. I have a globe in cupboard #6 that can hold the papers for them choose from.

**Hints:** It is easier if the students don't move the line on the desks, but return to the same seat every time.

I left the book for you to read the instructions. Sit at the end of my desk with the book and the bell. Load the board by having one contestant from each team stand on their X.

**Let one square go at a time.** They will move either forward, diagonally forward or sideways. Every time they step into the wrong box ding the bell, that player will then go back to where they were sitting. Move on to the next box the contestant standing on the X will now try to find the path using same puzzle from the book. When a round is over load 3 new contestants by having them stand on the X. (This will make it easier for you to see each move). When a student makes it all the way across the board ding the bell like crazy to indicate their WIN.

After playing 5 games you may choose to impose some rules on the contestants and/or teams. These rules will complicate the communication. You may choose that the walker has five seconds in each square, that the teammates may not point, that the teammates may not say the words right,