

Building a Tower – Team Activity

Materials required:

- Building blocks
- Containers for the blocks (bags or boxes)
- Blindfolds
- Yardstick or tape measure
- Stopwatch

Scoring Chart – Draw on Board						
	Round 1	Round 2	Improve-ment	Round 3	Improve-ment	Total
Team A						
Team B						
Team C						

Divide students into teams. Each team will have:

- 1 director
- 1 assistant (optional)
- 1 (or more) builder(s)
- 1 (or more) observer(s), if available

The goal is for each team to build the highest possible tower within a 2 minute period, repeated 3 times. Explain that the teams will first have 2 minutes to plan their building strategy. During this time, all team members may speak and interact freely, with the exception of the observers. The blocks must remain in their containers until the building phase begins. During the 2 minute building phase, the following rules will apply:

- Only the director may speak, but he/she may not touch any blocks or any other team members.
- The assistant may touch the blocks, but may not speak or build.
- The builder(s) may touch the blocks. They will be blindfolded, and may not speak.
- The observer(s) may not interact with team members in any way during planning or building phases.



When the two minutes are up, measure each team's tower. 1 inch = 1 point, rounding down to the nearest whole inch (for example, $7\frac{1}{2}$ inches = 7 points; $6\frac{3}{4}$ inches = 6 points). If a team breaks any rule or their tower collapses before it can be measured, they will receive a score of 0 for that round. For rounds 2 and 3, award one bonus point for the team which showed the most improvement (skip this rule if there is only one team).

After measuring, all blocks must be put back in their containers before the next planning session can begin. After round 3, total up the points. The winner is the team with the highest number of points. (If there is only one team, "success" is defined as overall improvement from round 1 to round 3.)