

Marvin's Swamp

Objective: Work as a team and learn from other's mistakes to help accomplish a common goal.

Setup:

The good news: you are going to the amusement park and it's gonna be awesome.

The bad news: the amusement park is on the other side of Marvin's Swamp.

Instructions for students:

Marvin's Swamp is filled with alligators, but there is a safe path through the swamp. The path is always the same, and you have to step on the right squares in the right order to make it across. If you step on a wrong square, the adult will say "alligator", and your turn is over and you will go to the back of your line. You can move like a king in chess forward, backward, or diagonally. No skipping squares. There are (7,8,9) steps in the path, once you make it to the other side, you can step off the mat, and join the amusement park. Once you reach the amusement park, you can no longer help your team. If your team makes any noise, they lose a turn. If your team successfully gets a person across the swamp, they get to go again.

Materials: The swamp grid, Swamp Map (answer key)

Overview: The game is played with a 4x5 grid on the floor. The leader has predetermined a correct path from one side of the grid to the other. The correct path across will have the first square on the side where the players begin and then each subsequent step will be in line with the rules of how a king moves in chess. The final step will be on the opposite side of the grid from where players begin and is a step off of the grid. No square on the grid may be used twice.

The players are split into two teams. One team lines up to the left of the grid and the other team lines up to the right of the grid. Both teams need to stay lined up and at least five feet from the grid. The play goes that the player in the front of the line from one team takes a turn stepping onto the grid. If the correct square is chosen the leader says nothing. If the wrong square is chosen, the leader says "alligator" and the player must go to the back of their team's line and it is the other teams turn to try. The correct path remains the same for both teams and throughout the game. Each team gets to continue to go until they make a mistake. Teams are allowed to help each other out but are not allowed to talk, make any noise, or approach the grid. These actions will attract alligators. If a team makes noise or approaches the grid, their team loses a turn and the other team may take two turns in a row. Once a player has successfully crossed from one side to the other they go to the far side of the grid to watch. Since their team has not made a mistake, they get to keep going until they make a mistake, make noise, or approach the grid. As each person successfully crosses the grid, they are no longer allowed to offer help to their team. If they offer help, their team loses a turn. The game is played until all players are across the grid.



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