

# Team Passing Log

## **What Are the Educational Applications?**

The ability to successfully participate as a member of a team is important in athletics and life-roles. In order to develop the skills necessary for successful team membership, students need practice opportunities in the areas of: leading and following, communicating, goal sharing, and problem solving. Today's recreation and physical education professionals are seeking ways to provide experiences that foster the development of these skills in their programs. One strategy used in teaching team concepts is to provide novel activities/situations designed to engage participants in team-building skills.

## **How Can I Use This With My Kids?**

Introductory-level challenges require the use of basic team-building skills (i.e., establishing a goal, planning a strategy, revising a strategy, sharing a plan, placing team members in appropriate roles, etc), and low-level risk taking.

## **Facilitating Team Building**

Use the following questions to encourage the use of team-building concepts. Leading questions can be used before, during, and after an activity.

- What skills must the team use to complete the challenge?
- Do we need an appointed leader in order to successfully complete the challenge?
- What kind of feedback/information should we give our teammates to successfully complete the challenge?
- Should the team change the plan if it is not working?
- If yes, how should the plan change?

## **How Do I Make This Developmentally Appropriate For My Kids?**

The games in this Activity Guide are designed as beginner-level cooperative activities for upper elementary to adult participants learning team concepts. By design, these games are inclusive and noneliminatory, creating a learning environment appropriate for a variety activity settings.

## **How Does This Product Relate to Current Educational Thinking?**

The Council on Physical Education for Children (COPEC) developed the position statement "Developmentally Appropriate Physical Education Practices for Children". Twenty-six components of a physical education program have been identified. Developmentally appropriate and inappropriate examples are provided as guidelines for

recognizing the best practices (appropriate) and the most counterproductive practices (inappropriate). These guidelines are useful as a decision-making tool for developing quality physical education programs. When working with the concept of team building, the following document guidelines are helpful.

## *Affective Development-Appropriate Practices*

- Teachers intentionally design and teach activities throughout the year that allow children the opportunity to work together to improve their emerging social and cooperation skills.

## *Active Participation for Every Child-Appropriate Practices*

- All children are involved in activities that allow them to remain continuously active. Classes are designed to meet a child's need for active participation in all learning experiences.

## *Competition-Appropriate Practices*

- Activities emphasize self-improvement, participation, and cooperation instead of winning and losing.

## *Gender Directed Activities-Appropriate Activities*

- Girls and boys have equal access to individual, partner, small group, and team activities. Both girls and boys are equally encouraged, supported, and socialized towards successful achievement in all realms of physical activities.

## **Safety**

As with any stick-type implement, students must be careful with the control sticks and the Team Passing Log itself. Remind participants not to swing it, throw it, or jab with it. Always cover the ends of the Team Passing Log with the provided end caps when using the slide.

## **Team Passing Log Challenges**

Your Team Passing Log set includes one Team Passing Log, 6 control sticks, and one weighted slide with Log end caps. The control sticks are used to support, maneuver, and manipulate the Team Passing Log. The weighted slide serves as a way to increase the challenge. The slide is placed inside the Team Passing Log. As the Team Passing Log is used, the location of the slide inside the Log will change, thus dynamically changing the center of balance for the Log. This requires the participants to adjust their approach to the activity. Always cover the ends of the Log with the included end caps when using the slide.

### **Basic Rules of Team Passing Log**

The basic objective of this activity is to move the Team Passing Log from point A to point B without dropping the Log. If the Log is touched or dropped, the team must begin again.

- Each participant gets one control stick.
- Participants cannot touch the Log with their hands or bodies-only with the control sticks-when attaching the loop (fuzzy) end of their control stick to the hook attached to the Team Passing Log.
- A touched or dropped Log results in a restart.
- The best results will be had with groups of 6-8 participants.

Remember, the goal is to foster communication and teamwork, not to direct the group to a specific solution. Don't structure the activity too narrowly. If the group comes up with a solution that you did not consider, that's fine! The question will be, "What was the group's experience in arriving at that solution."

The Team Passing Log is very similar to the Travel Log with one great difference: hook & loop material. The Team Passing Log is covered in hook material and the control sticks are covered with fuzzy loop material. This is where the challenge lies! To successfully complete these challenges, participants will need to detach from the Log. But, since it takes a bit of force to detach from the Log, the players remaining attached to it will need to brace or counter the pulling force of those detaching from the Log.

### **Picking up the Team Passing Log**

Any goal to be accomplished by the group presents a potential cooperative experience. Place the Team Passing Log flat on the ground. Participants are instructed to raise the Team Passing Log from the ground. Be sure to clearly state the rules for manipulating the Log, i.e. "no hands".

### **Solution Suggestions**

There are several variations, but the basic approach requires that participants line up facing one another on opposite sides of the Team Passing Log. Players on both sides firmly press the tip of their control stick to the surface of the Log and raise it simultaneously. Some participants may attach to the top of the log and some to the bottom.

### **Team Passing Tap**

One of the key elements for cooperation with the Team Passing Log is the idea of some participants detaching from the Log while others remain attached. Since it takes a bit of force to detach from the Log, the players remaining attached to it will need to brace or counter the pulling force of those detaching from the Log.

In Team Passing Tap, participants will alternately attach and detach from the Log attempting to create a drumming rhythm.

### **Log Flip**

Arrange participants into two rows of three facing one another. Beginning in a standing position with the Log supported horizontally between them, instruct the group to flip the Log 180 degrees without moving from their current positions.

### **Solution Suggestions**

Players could either flip the Log in a path that is perpendicular to the floor, or they could raise it above their heads and rotate it in a plane that is parallel to the floor.

### **Challenge Changers**

- Change the number of participants on the Log at one time. Fewer is actually harder!
- Add the slide to the Log. Always cover the ends of your Team Passing Log with the included cap when using the slide.
- Allow only non-verbal communication.

### **Team Passing Log Transfer**

In this activity, the group is tasked with moving the Team Passing Log from point A to point B through a challenge course created by the instructor. But they cannot move the Log forward by walking. Team members whose control sticks are in contact with the Log must remain stationary. The instructor creates a challenge course composed of a number of obstacles posing varying challenges, i.e. high, low, close quarters, etc. Emphasize that the Log is not to be touched or supported with the hands or body-only the control stick. Participants cannot walk with the Log. If the Log is touched or dropped, or the group walks with the Log, the group must start over.

### **The Challenge Course**

- High Obstacles or low obstacles: rope stretched between 2 game standards.
- Low Obstacles: hoop mounted on Hoop Holder (FlagHouse #9105).
- Target obstacles: pass the Team Passing Log through a defined area like a hoop. Place a very tight turn in the course that will require the group to perform a 3-point turn in order to complete the turn.

### **Solution Suggestions**

- Participants must pass the Log along in "bucket brigade" fashion. Participants can shift the Log in the desired direction of travel. Pairs at the back break away and move to the front to take up a new position; the Log is moved forward using arms only, limited by the reach of the participant.
- Don't make too long a course for this challenge as it can go slowly. Start with 2-4 obstacles and increase from that point.

### **Challenge Changers**

- The height of the obstacles and their proximity to one another are ways for the instructor to control the level of

challenge.

- Add the slide to the Log. Remember to always cover the ends of the Log with the enclosed caps when using the slide.
- Allow only non-verbal communication.

There are any number of other possible solutions. Remember to structure the challenge loosely enough to allow the group to create their own solutions; anything that you don't exclude is fair game!

### **Threading the Needle**

You will need a hoop of any size diameter for this activity. The group is tasked with passing the hoop along the Log (or the Log through the hoop) using only their control sticks. Emphasize that the Log is not to be touched or supported with the hands or body-only the control stick. If the Log or hoop are touched or dropped, the group must start over.

### **Solution Suggestions**

- The hoop could be suspended from a control stick and passed along the length of the Log.
- The hoop could rest on the Log and be pushed along the Log by participants using their control sticks. Consider the height at which the Log is held.

### **Challenge Changers**

- Change the number of participants on the Log at one time.
- Add the slide to the Log.
- Allow only non-verbal communication.
- Change the diameter/number of the hoop(s). Larger/more hoops will be more difficult.

### **Team Passing Log Tango**

Participants position themselves on either side of the Log facing one another. The challenge is to swap sides without dropping the Log. Two variations: the Log can be maneuvered either high (above the head) or low (participants step over). If the Log is touched or dropped, the group must start over from their original positions.

### **Challenge Changers**

- Require that the participants maintain contact with the Log with their control sticks.
- Allow participants to break contact with the Log.

### **Solution Suggestions**

- Participants could change sides one at a time. The low challenge tends to be the greater challenge.
- Should they switch one at a time, or in pairs?
- Remember, the aim is not to guide the group to a particular solution. Structure the parameters to allow the group room to take chances and communicate. If they arrive at a solution that you did not anticipate, that's great!

### **Team Passing Log Legs**

This activity is similar to the Team Passing Log Transfer, but allows the group to walk with the Team Passing Log. This creates different opportunities for group challenges and interaction. As before, the group is tasked with moving the Team Passing Log from point A to point B through a challenge course created by the instructor, but this time they may move the Log forward by walking.

The instructor creates a challenge course composed of a number of obstacles posing varying challenges, i.e. high, low, close quarters. Pass the Log through a narrow space such as a doorway, or under a low arch. Does the group pass the Log through or do they all pass through the narrow obstacle? The group can now choose to step over a low obstacle instead of passing the Log under it. As always, the Log is not to be touched or supported with the hands or body-only the control stick.

### **The Challenge Course**

- High obstacles or low obstacles: rope stretched between 2 game standards.
- Low Obstacles: hoop mounted on Hoop Holder (FlagHouse #9105), Multi-Dome Activity Arch Gate (FlagHouse #11159).
- Target obstacles: pass the Team Passing Log through a defined area like a hoop.
- Place a very tight turn in the course that will require the group to perform a 3-point turn in order to complete the turn.

### **Solution Suggestions**

- How will the group pace themselves and steer?
- At what height will they hold the Log to keep it level?

### **Challenge Changers**

- The height of the obstacles and their proximity to one another are ways for the instructor to control the level of challenge.
- Add the slide to the Log. Create a story about the slide: "It is a fragile cargo that must be delivered quickly and intact."
- Allow only non-verbal communication.
- If possible, include a stairway in the challenge course.



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