

Electricity



Planning

- 15 minutes
- Suitable for any number of participants

Materials

- A coin (the bigger the better)
- An object for teams to grab (Example: stuffed animal, crumpled piece of paper, etc.)

Instructions

- Split participants into two or more teams.
- Have each team stand in a straight line, next to each other.
- The first person in each line stands closest to the coin-flipper.
- The last person in each line stands closest to the object to be grabbed.
- Only the first person in each line is allowed to watch the coin flip. All other players must keep their eyes closed.
- Explain that the goal is to send a hand squeeze down the line only when the coin lands on heads.

Game Play

- The leader flips the coin without announcing whether it is heads or tails.

- The first player quietly checks the coin result.
- If the **coin lands on heads**:
 - The first player immediately squeezes the hand of the next teammate.
 - Each teammate passes the squeeze down the line as fast as possible.
 - When the squeeze reaches the last player, they grab the object.
 - The first team to grab the object earns one point.
- If the **coin lands on tails**:
 - The first player should not squeeze.
 - If the last player grabs the object anyway, their team loses one point.
- Reset the object, and rotate players.
- Continue playing for a set time or number of rounds.

Debrief

- Why was it important to pay close attention during the coin flip?
- What happened when someone reacted too early or too late?
- How did teamwork matter in this game?
- What was challenging about sending the squeeze down the line?

