

Top It Off 2

This is an example script for Top It Off 2. The original Top It Off activity was submitted to FUNdoing by Karen W. in October of 2023. See the 10/15/2023 & 10/27/2023 FUNdoing.com/blog posts for more details. Top It Off 2 and the script below was developed by Chris Cavert, Ed.D.

[After setting up the activity in the way it will challenge your group of 10 to 16 participants (as described in the FUNdoing Blog posts), get everyone together in front of the two rope circles.]

“Welcome everyone to your next challenge. It has a lot of moving parts, so please be mindful of how you approach your solutions – take care of each other.

You’ll notice over here [*walk over with your group to the outside area of the small circle*] is a small circle filled with 26 numbered items – they are numbered from one to 26. This is Circle ‘A.’ You’ll notice over here [*walk over to the other circle*] is our larger circle filled with numbered tubes – they are also numbered from one to 26. This is Circle ‘B.’

The challenge is to get the numbered items from Circle ‘A’ to Circle ‘B’ and place the items on top of their matching numbered tubes.

Before each attempt at the challenge, you will be asked to set two goals: 1) How fast do you think you can complete the challenge? For example, ‘We can get it done in less than three minutes.’ And 2) How many penalties will you get before you complete the challenge? For example, ‘We can complete the challenge with less than three penalties.

Please understand, that penalties will be related to making a mistake, or breaking a rule. Mistakes will most likely happen. How can we use mistakes to our advantage? [*Take some time to discuss the benefits of making mistakes.*]

Before you begin, you’ll want to know the rules for the challenge:

1. Numbered items must be thrown from Circle A to Circle B without touching the ground at any point during the timed attempt.
2. Numbered items must be placed on the tube with the same number in numerical order – 1 to 26.
3. You can only touch the numbered items while inside a rope circle.
4. Everyone must throw and catch an item at least once during a timed attempt.
5. The ropes and tubes may not be moved before, during, or after a timed attempt – with the exception of Rule 6.
6. If a tube and item are knocked over, the two must be set back up in their original spot before the next item, in the numerical order, can be placed on top of its tube. A penalty is enforced for the item touching the ground.
7. If an item is not caught, it must be returned to Circle ‘A.’ A penalty is enforced for the item touching the ground. And remember, items must be placed on the tubes in numerical order.
8. Any Rule violation will result in a 5-second penalty – five seconds will be added to the timed attempt.

These are your eight rules for the challenge. There are no other rules. I will be calling and adding up the number of penalties you accumulate.

When you are ready for a timed attempt, let me know. Before I give you a countdown to start the timer you will need to provide me with your two goals.

What questions do you have for me before you begin?”