

Waterfront Activities

All Aboard (in Canoes)

Props: Canoes, swimsuits, life jackets
Space: Open

Activity Level: 3 – 5
Difficulty Level: 2

Story: Well, you finally managed to sink your canoe and through the zeal of your celebration, you notice the once-friendly villagers are starting to look a little less friendly. The now rowdy crowd is slowly advancing towards you. Backing up, you realize a second too late that you are in trouble.

Suddenly you tumble over a table and land up to your elbows in their favorite sacred dessert. The pushy mob now becomes a screeching pack of angry, and hungry, animals. You break for it and head to the canoes. That's when you realize that only one canoe is left un-sunk. You have to pack all of your crew and yourself into the canoe to flee to safety.

Rules:

1. No sacrificing teammates to the angry villagers, you all need to survive.
2. Everyone must be in a life jacket.
3. If the canoe tips, you start over.

Focus: Communication. Some will jump right into the canoe before the team is ready. Cooperation. The difficulty level here depends on the size of the group, 12 kids will be easier than 29 kids. The larger the group the harder it will be to balance the canoe.

Processing: Did you succeed in the task? How about the goal? Who was the leader of this activity? Why? On a scale of 1 to 10 (1 being that you hate each other and 10 being that you are the perfect team) how did you do? Why do you think that? Is there a better solution?

Spotting: Stand at the head of the canoe and hold it somewhat steady. You will find the canoe will move quite a bit as the team tries to pile in. Watch for unsafe ways of putting each other into the canoe. You need a certified lifeguard present.



Build A Boat

Props: 2 large cardboard boxes, one roll duct tape, two garbage bags
Space: Middle

Activity Level: 3
Difficulty Level: 3

Story: Here's your chance to escape! The warden is not paying attention and you managed to steal the necessary supplies to build a speedboat to get you to safety. (Present the props.) Oh, well, maybe you shouldn't have sent that strange-looking guy with the weird haircut to steal supplies from the marina! I guess you'll have to make do with what you have!

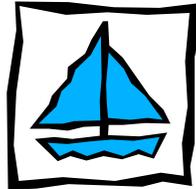
Rules:

1. Give the materials to the group.
2. They must either build a boat that will safely carry one of their teammates across a small body of water (pool, river, etc.).
3. The usual time limit for this activity is fifteen minutes for adults, thirty minutes for children.
4. Good luck and happy sailing (or sledding)!

Focus: Communication. You need to talk this through! Groups that just randomly begin end up on a random swim! Cooperation is also important because the time limit requires that everyone be involved, otherwise the craft will not be ready in time. One person did point out that this could be Caring exercise because your teammate that you send in your craft will hope that you cared enough to keep them dry!

Processing: Did you, as a group, trust your craft? Why or why not? What did you need more of to be successful: time, materials or active team members? Why?

Spotting: You will need a certified lifeguard to be present.



Greased Watermelon Relays

Props: Watermelon covered in Crisco
Space: Middle
Activity Level: 4
Difficulty Level: 3

Story: None.

Rules: This is to be done as a relay race. A participant must run through thigh-deep water a distance of approximately 40 feet. They are to pick up the watermelon, run back and hand it to the next person in line who runs it back to its starting point. And so on, and so forth... Time the event and see how quickly the team can get the job done.

Focus: Communication. If the watermelon is sufficiently greased, you will need teammates telling each other the best way to hold onto the watermelon. This is, by the way, much easier to describe than to actually accomplish!

Processing: How hard was this activity? Why? For those at the end, did it get easier as the watermelon lost the grease? What was the best way to hold the watermelon?

Spotting: You will need a certified lifeguard to be present. Check the bottom of the lake for sharp objects before beginning the activity. People with heart conditions should not do this!

Punctured Drum

Props: Plastic drum (full of holes), two pails
Space: Limited
Activity Level: 4
Difficulty Level: 3

Story: Finally, after months of exploration, you have finally found the famed Fountain of Youth. However, contrary to popular belief, it isn't a fountain after all. It is actually a lake found in Wisconsin. Such a treasure as this is surely to be worth millions!! You look around for a way to transport this wonderful water and all you can find on the banks of the lake is a plastic drum. This would be exactly what you need, except it's filled with holes. The problem is, it is the only thing

available to transport the water! You and your merry band of explorers must figure out how to fill the barrel to overflowing.

The group is only allowed to use themselves to stop the flow of water. No articles of clothing, sticks or dirt may be used to plug the holes. The numbers of holes must vary with the size of the group. If working with a group smaller than fifteen, try to make it so there are ten holes per person, minus the water carriers. You can temporarily plug some of the holes with cork when using this with a smaller group. Also, the farther away from the lake, the more difficult it becomes.

Focus: Cooperation. The team has to find the most efficient way to plug the holes, utilizing all the fingers (and maybe toes) of the team. Also, pay attention to who comes up with the ideas and how they are communicated.

Processing: Was this difficult to do? Why or why not? What was the ultimate goal? Was it reached? Who proposed the solution? Were the ideas discussed before beginning?

Spotting: Watch the bucket as it gets emptied so it doesn't knock someone in the head. Also, bear in mind the person carrying the water will probably want to run, so if it gets slippery, you might want them to slow down.



Raft Races

Props: Rafts, swimsuits, life jackets
Space: Open

Activity Level: 4
Difficulty Level: 3

Story: Remember the movie “Jaws”? The great white man-eating sharks? Well, some wealthy business owner decided it would be really cool to buy the lead shark for his trophy fish tank. However, on the way home, the shark tank broke and Jaws ended up in our lake. Unfortunately, you and your friends decided that it would be nice to go for leisurely float, not knowing a thing about the new addition to the lake. So, you are out floating along, when suddenly, a shark fin races past you. Yanking your feet in, counting all your toes, you realize you need to go home, and in a hurry.

Rules: Divide the group up into teams of no more than three and give each team a raft (red rafts are easier to use, white provides more of a challenge). Toss them in the lake on the north side of the swim area and have them climb onto their rafts. Ready, set, go! The first team to make it to the south side of the swim area wins. For variation, try to make it to the south side, turn around, and come back to the starting line.

1. No standing on the rafts. Not that standing would help much anyway.
2. Play nice. No capsizing other rafts.
3. If you fall off the raft, the team has to “rescue” you before continuing on.

Focus: Cooperation. They will have to work together to get any speed out of their raft as well as stay on the raft.

Processing: Who made it across first? Why? Did any teams have trouble staying on the raft? Why? Did all the teams succeed in the task? Why or why not?

Spotting: Watch for collisions and misdirected splashing. Also pay attention for those that may have trouble getting back onto the raft.

Sink the Canoe

Props: Canoes, swimsuits, life jackets
Space: Limited

Activity Level: 3
Difficulty Level: 2

Story: After a long day of photographing the hungry hippos of Botswana, you and your crew decide to make camp next to a village of friendly Botswanians. Lucky you, you arrive as they are setting up for their annual “Sink the Titan” festival. Seems that many years ago, a luxury liner on her maiden voyage was struck by a wayward walrus and sank off the shores of this village. Now, in memory of the Titan, they celebrate by ceremonially sinking their canoes. Ever-gracious hosts, they offer to let you join.

Divide the team into two (or three depending on size of group) and give each a canoe. The team that sinks their canoe first wins.

- Rules:**
1. Teams can only use their hands to splash water into the canoe.
 2. No tipping the side of the canoe into the water to “scoop up” water.
 3. No pushing the canoe under water.

Focus: Cooperation and Caring. It will take a while to fill up the canoe, but with everyone staying on task, it will sink. You will find that some people are very efficient at getting water into the canoe, while others are getting it everywhere but the canoe. If tempers flair, remind them to communicate their methods to each other. This is a great event to see if they can learn from each other.

Processing: Which team won? What method did they use? How did they win? Pretty simple stuff...

Spotting: This should be a fairly simple activity. The main thing to watch for is splashing that seems to be aimed more at getting teammates wet. Also, watch that the canoe is fairly secure and won't be running over smaller team members. After sinking the canoe, guide them carefully through picking the canoe up and dumping the water out.

