



Problem Solving



Be Healthy



Stay Safe



Enjoy and Achieve




Make a Positive Contribution



Achieve Economic Wellbeing


Problem Solving Game

All Aboard

<p>Equipment:</p> <p>5 – 7 Milk crates or squares of paper</p>	<p>How to:</p> <ul style="list-style-type: none"> • Place multiple crates on a level surface to create a platform • Tell the group that they all have to stand on the crates without touching the floor for 3 seconds • If they complete this, you then take away one the creates and get them all to stand on the smaller platform • Continue taking away a crate until they can no longer all stand off the ground for 3 seconds
<p>Time :</p> <p>10-15 minutes</p>	
<p>Recommended numbers</p> <p>4+</p>	
<p>Tip</p> <p>None</p>	
<p>Recommended age:</p> <p>8+</p>	<p>Every Child Matters Outcomes:</p> 


Problem Solving Game

Egg Rocket

<p>Equipment:</p> <p>Paper , Sellotape, Eggs</p>	<p>How to:</p> <ul style="list-style-type: none"> • Slit the group into teams. • Give each group some paper, tape and an egg. • Tell them that they have to build a rocket which is going to be throwing up in the air or dropped from a height and their rocket has to protect the egg from smashing • Once the rockets are made the egg is put into place and the leader has to throw them all the same height. Or drop them from the same height. • The egg which is in the best condition wins. • If none of the eggs smash keep going higher until they do.
<p>Time :</p> <p>10-20 minutes</p>	
<p>Recommended numbers</p> <p>4+ per group</p>	
<p>Tip</p> <p>None</p>	
<p>Recommended age:</p> <p>8+</p>	<p>Every Child Matters Outcomes:</p> 


Problem Solving Game

Handcuffs

<p>Equipment:</p> <p>Rope handcuffs (2 x slip knots at each end of a metre of rope)</p>	<p>How to:</p> <ul style="list-style-type: none"> • Get the young people into pairs • Put the handcuffs onto one of the young people • Place another set of handcuffs on the second person, but inter lock their handcuffs with the first person before placing the cuffs on their second hand • Tell them that they have to get the handcuffs apart, without taking them off their wrists • They should finish with each being stood unlinked with their cuffs still on their hands
<p>Time :</p> <p>10-15 minutes</p>	
<p>Recommended numbers</p> <p>Multiples of 2</p>	
<p>Tip</p> <p>None</p>	
<p>Recommended age:</p> <p>8+</p>	<p>Every Child Matters Outcomes:</p> 


Problem Solving Game

Sharks

<p>Equipment:</p> <p>Small carpet tiles 30 x 30 cm², cones, blind folds, start and finish line</p>	<p>How to:</p> <ul style="list-style-type: none"> • Lay all of the cones out in the area and make a start and finish line • Get the group behind the start line with pieces of carpet • Tell all the group that they have to get across the water using the pieces of carpet as stepping stones and collecting all the cones on the way • If a piece of carpet is untouched and in the water, the shark (leader) can take it off them • They can trade it back if they want for so many cones (leader decides how many) then the cones go back in the water and they have to collect them again • If someone touches the floor they get blindfolded • If the blindfolded person touches the floor again the whole team starts again • They have to get the whole team and all the equipment across the finish line to complete the game
<p>Time :</p> <p>10-20 minutes</p>	
<p>Recommended numbers</p> <p>6+</p>	
<p>Tip</p> <p>None</p>	
<p>Recommended age:</p> <p>8+</p>	<p>Every Child Matters Outcomes:</p> 


Problem Solving Game

Sky Scraper

<p>Equipment:</p> <p>Wooden block, 2 ropes</p>	<p>How to:</p> <ul style="list-style-type: none"> • Lay the 2 ropes down on the floor opposite each other 1 meter away from each other. • Split the group into 2 and tell them to stand on the other side of the 2 ropes so they are facing each other and there will be a gap in between. • Then explain to the group that they have to pretend that they are stuck on top of 2 sky scraper and they can't cross the rope or they will fall. The only way down is to pass their key across to the other team this is where you use the wooden block as their key. • So they have to pass their key from 1 side to the other without dropping or throwing it. • After they have passed it from 1 side to the other the rope gets moved out a little further so the space in between them gets bigger after each time they have successfully passed it. • So the aim of the game is to keep going until the group can pass the key from 1 side to the other and see how far they can go. • If they drop their key or throw it they have to start again.
<p>Time :</p> <p>10-15 minutes</p>	
<p>Recommended numbers</p> <p>8 - 12</p>	
<p>Tip</p> <p>None</p>	
<p>Recommended age:</p> <p>8+</p>	<p>Every Child Matters Outcomes:</p> 

Problem Solving Game

Water Tube

<p>Equipment:</p> <p>Large tube with random holes in it, a ping pong ball, Water and a Container or jug</p>	<p>How to:</p> <ul style="list-style-type: none"> • The group have to get the float/ping pong ball out of the tube using the water and container/jug • They are not allowed to block the holes with sticks or other objects, and they cannot tip the tube upside down
<p>Time :</p> <p>10-15 minutes</p>	
<p>Recommended numbers</p> <p>8+</p>	
<p>Tip</p> <p>None</p>	
<p>Recommended age:</p> <p>8+</p>	<p>Every Child Matters Outcomes:</p> 

Every Child Matters (ECM) Outcomes for Children and Young People.

Below are descriptions of the ECM outcomes with examples of the type of projects which fit into them:

Be Healthy

This outcome relates to physical, sexual, mental and emotional health, the promotion of healthy lifestyles and encouragement not to take illegal drugs.

e.g. accredited sexual health project, sports tournaments, gym sessions, healthy cooking project, team-building residential with health related theme, peer mentoring or 'buddying' projects.

Be Safe

This outcome is about being safe from maltreatment, neglect, violence and sexual exploitation, accidental injury and death, bullying and discrimination, crime and anti-social behaviour in and out of school, and being secure, stable and well cared for.

e.g. young driver safety course, personal safety project, project to create a safe place to meet within an unsafe community, young women's empowerment project, first aid course.

Enjoy & Achieve

This is about being ready for learning, attending and enjoying school, achieving personal and social development, enjoying recreation and achieving national educational standards

e.g. homework clubs, DJing project, arts/drama/dance, educational visits, residentials, celebration of achievement events, festivals, fishing - and many more.....

Make a Positive Contribution

This is about engaging in decision making, supporting the local community and environment, engaging in positive behaviour, developing positive relationships, choosing not to bully and discriminate, developing self confidence, successfully dealing with significant life changes and challenges and developing enterprising behaviour.

e.g. project to make your local area better, gardening project, meeting community groups you don't normally meet with, anti-bullying or anti racism project, music/drama performances for local community.

Achieve Economic Wellbeing

This is about engaging in learning, employment or training on leaving school, being ready for employment, living in decent homes and sustainable communities, having access to transport and material goods and living in households free from low income.

e.g. job search and homework clubs, IT courses, career guidance project, budgeting/managing money project, vocational training courses e.g. sports coaching, babysitting course, music production.