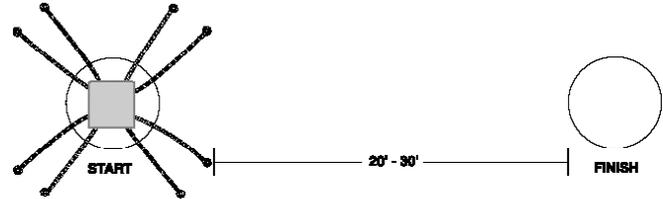


Treacherous Transfer

Item #11157

What Are the Educational Applications?

Transfer challenge activities require students to utilize team building skills (i.e. cooperation, communication, and problem solving) as they navigate an object through a designated course. Treacherous Transfer provides an unusual aspect to traditional transfer challenges by its unique design. The support ropes of the Treacherous Transfer platform are not attached but, instead, slide through the platform creating a “give and take” balance aspect to the challenge.



Ancient Treasure Transport

By designing a platform in which the ropes do not have to be tied the students are provided with a creative choice in how to arrange the support ropes on the platform. For example, the ropes may be routed around the columns to create a type of “pulley” system in which the platform may be pulled in a variety of directions while the students remain stationary! This unique design leads to an interesting twist on traditional transfer challenges as well as creating an environment for new adventures in problem solving.

How Can I Use Treacherous Transfer With My Students?

The following Treacherous Transfer adventure activities can be used within a variety of settings including: physical education classes, field days, and cross graded events. In addition, these transfer activities can be used with large, small, or multiple groups. The following activities have been used with students at all grade levels.

Adventure 1: Ancient Treasure Transport

Congratulations! You have discovered an ancient treasure buried deep inside the earth. Your group will be billionaires (and, of course, donate a bulk of your money to worthy charities)! However, you must first transport the treasure from the discovery site to your laboratory. The treasure may not be touched by human hands or it will disintegrate!

The Mission: To move the transport from the designated starting point to a “landing zone” (finish).

Set Up:

1. Place the transfer platform on the ground (inside a hoop or on a poly spot).
2. Designate a second spot as the landing zone (finish).
3. The group determines how the ropes should be positioned through the transport (looped around one column...strung straight through...tied?).
4. Each member of the group holds onto the end of a rope.

SPECIAL NOTE:

All adventurers may move but they must hold onto the ends of the ropes.

- Equipment:*
- Treacherous Transfer
 - Treasure (i.e. a stuffed animal, beanbag, or ball)
 - Hoops or poly spots

Adventure 2: Unite Nations Transport

This adventure is for multiple groups. Using the same scenario as “The Ancient Treasure Transport”, create a different adventure by arranging the “landing zones” so they are not directly opposite the starting spot. The groups will find themselves crossing the paths of other groups. This will help create a more advanced cooperative adventure!

The Mission: To move the transport from the designated starting spot to a “landing zone” (finish).

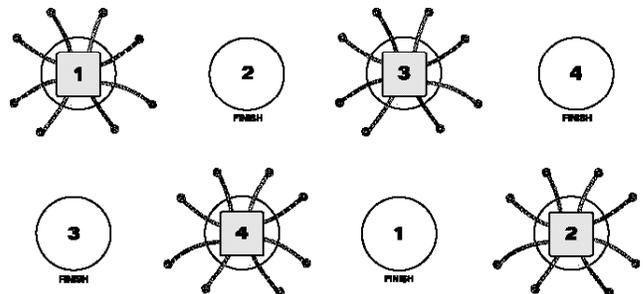
Set Up:

1. Place the transfer platform on the ground (inside a hoop or on a poly spot).
2. Designate a second spot as the landing zone (finish).
3. The group determines how the ropes should be positioned through the transport (looped around one column...strung straight through...tied?).
4. Each member of the group holds onto the end of a rope.

SPECIAL NOTE:

All adventurers may move but they must hold onto the ends of the ropes.

- Equipment:*
- Treacherous Transfer
 - Treasure (i.e. a stuffed animal, bean bag, or ball)
 - Hoops (beginning or ending spots)



United Nations Transport

Adventure 3: The Water Aqueduct

Your group must find a water transport route across the desert. The desert floor is too hot for any human to walk on. Fortunately a very rare phenomenon has occurred. Located amongst the sands of the desert are patches of cool areas that are safe for

humans to walk on. If successful, your group will be able to provide a very valuable natural resource to communities in need.

- Space Stations (beginning spot)
- Platform (elevated area)

The Mission: To transport the cargo across the playing area, stepping on the safe areas (i.e. inside the hoops) and without tipping the cargo over onto the playing area.

Set Up:

1. Place the transport platform on the ground (inside a hoop or on a poly spot).
2. Designate a finish at the opposite end of the playing area.
3. Scatter some "safe spots" around the playing area (hoops, poly spots, dome markers, etc.)
4. The group determines how the ropes should be positioned through the transport (looped around one column...strung straight through...tied?).
5. Each member of the group holds onto the end of a rope.

SPECIAL NOTES:

All adventurers may move but they must hold onto the ends of the ropes.

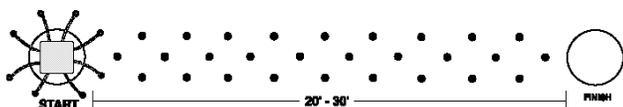
If the cargo spills, the group must begin again at the start.

A cup of water works well when outside. Use a bucket of ping pong balls if inside.

If a group is successful, have them return for more water.

If successful, challenge the groups to carry multiple cups of water!

- Equipment:**
- Treacherous Transfer
 - Water containers (cups of water) or buckets of ping pong balls
 - "Safe Areas" (hoops, poly spots, dome markers, etc.)



The Water Aqueduct

Adventure 4: The Space Shuttle Service

Your group is in charge of supplying equipment and food to the International Space Station. Using the Treacherous Transfer, transport a variety of objects (bean bags, plastic food, ball, etc...) from the Earth (starting point located on the ground) to the space station (ending point located at an elevated platform – cones, stage, etc...). If successful, return to Earth for more supplies.

The Mission: To transport the cargo across the playing area, to an elevated area. Return trips may be necessary.

Set Up:

1. Place the transfer platform on the ground (inside the hoop or on a poly spot).
2. Designate an elevated finish at the opposite end of the playing area.
3. Some possibilities for an elevated area include the bleachers, the stage, on a vaulting box, or on a stack of mats.
4. The group determines how the ropes should be positioned through the transport (looped around one column...strung straight through...tied?)
5. Each member of the group holds onto the end of a rope.

- Equipment:**
- Treacherous Transfer
 - Supplies (i.e. plastic food samples, blocks)

Adventure 5: The Space Station Countdown

Your group has 10 minutes to supply the International Space Station with vital supplies (water, food, oxygen, etc...). If your group does not get the supplies to the space station in time, all on board will perish! Can your group act in time to save the inhabitants of the space station?

The Mission: To transport the cargo across the playing area along a "preprogrammed space flight". The group must complete the activity within the time allotted.

Set Up:

1. Place the transfer platform on the ground.
2. Using cones, set up a path from start to finish.
3. The group determines how the ropes should be positioned through the transport (looped around one column...strung straight through...tied?).

SPECIAL NOTES:

All adventurers may move but they must hold onto the ends of the ropes.

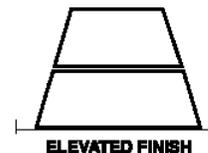
Players are allowed to move with the transport.

The transfer platform must remain below the tops of the cones.

- Equipment:**
- Treacherous Transfer
 - Supplies (i.e. plastic food, cups of water, ping pong balls filled with oxygen)
 - Cones



PLATFORM



ELEVATED FINISH

The Space Shuttle Service

Adventure 6: The Rain Forest Rescue

Your group of scientists has found a very important medicinal plant deep inside the rain forest. This plant has the potential of curing many of the diseases found in our society. If your group can transport a sample of the plant from its home to your laboratory, you will be able to replicate it and produce tons of medicine, ultimately curing the world from many of the deadly diseases! WOW! Unfortunately this is not a safe or easy journey. There are many obstacles your group must maneuver over and around on your way to the laboratory. Good luck!

The Mission: To transport the cargo across the playing area, avoiding the obstacles along the way.

Set Up:

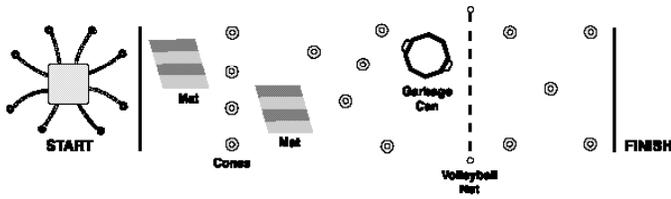
1. Place the transfer platform on the ground (inside a hoop or on a poly spot).
2. Designate an elevated finish at the opposite end of the playing area.
3. Some possibilities for obstacles include mats (standing on end), cones, volleyball nets, vaulting boxes, and garbage cans.
4. The group determines how the ropes should be positioned through the transport (looped around on the column...strung straight through...tied?).

SPECIAL NOTES:

All adventurers may move but they must hold onto the ends of the ropes.
 Players are allowed to move with the transport.
 Challenge the group with obstacles to go under, around, through, and over.

Don't forget to designate boundaries.

- Equipment:**
- Treacherous Transfer
 - Plastic plant (mistletoe – good time to discuss poisonous plants, holly, etc...)
 - Hoops or poly spots
 - A variety of obstacles (cones, hurdles, mats, tires, etc...)



The Rain Forest Rescue

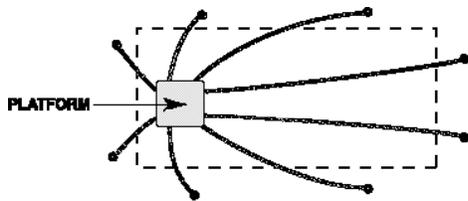
Adventure 7: The Ultimate Transport

This activity uses the unique design of the Treacherous Transfer platform. To accomplish the task, the adventurers remain stationary while maneuvering the transport around the playing area. Run the ropes through the transfer platform. The group must maneuver the transfer from a starting point to a designated finishing spot.

Set Up:

1. Assign each player a spot around the playing area (for older children, let them pick their spots. Once selected, they may not move off the spot).
2. If a player moves off the assigned spot, the group must begin again.
3. Give each player one end of a rope.
4. If the ropes are properly run through the platform, the students should be able to move the platform forward, backward, and sideways.

- Equipment:**
- Treacherous Transfer
 - Poly spots or hoops



The Ultimate Transport

Adventure 8: The Ultimate Transport Obstacle Course

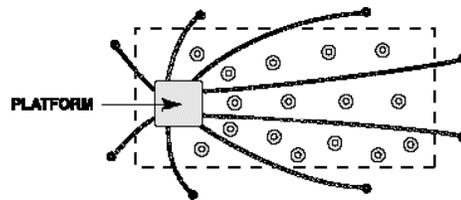
Same as Adventure 7 with one exception: the group must maneuver the platform through the playing area while avoiding a variety of obstacles.

Set Up:

1. Assign each player a spot around the playing area (for older children, let them pick their spots. Once selected, they may not move off the spot).

2. If a player moves off the assigned spot, the group must begin again.
3. Give each player one end of the rope.
4. If the ropes are properly run through the platform, the students should be able to move the platform forward, backward, and sideways.
5. Scatter some obstacles (cones, mats, etc...) within the playing area.
6. The platform may not rise above any of the obstacles.

- Equipment:**
- Treacherous Transfer
 - Poly spots or hoops
 - Obstacles (cones, hurdles, stacked mats, etc...)



The Ultimate Transport Obstacle Course

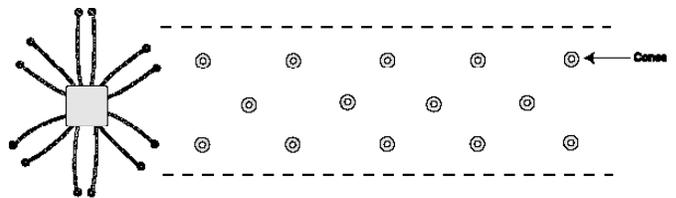
Adventure 9: Up the River

The players must successfully maneuver their ship (Treacherous Transfer platform) up the river while avoiding many obstacles (icebergs, other ships, water skiers, etc...)

Set Up:

1. Place two lines of cones (chalked or taped line will work also) to create a playing area that is 15'-20' wide and 30'-35' in length. This creates the "river".
2. The students travel on parallel sides of the river.
3. Place the platform on the floor at one end of the river.
4. Give each player one end of the rope.
5. If the ropes are properly run through the platform, the students should be able to move the platform forward, backward, and sideways.
6. The platform may not rise above any of the obstacles.

- Equipment:**
- Treacherous Transfer
 - Cones (or tape to create a "river")
 - Cargo (something to carry on the platform)
 - Obstacles (cones, hurdles, stacked mats, etc...)



Up The River

Adventure 10: The Speed Oval

How efficient is your group at moving the Treacherous Transfer platform? The success of this activity will be determined by the level of cooperation developed amongst the group members!

The group must move the platform around the oval. The faster the better. However...the players may not move off their spots!

Set Up:

1. Using cones, set up a circular (or oval) track, 10'-15' in diameter.
2. The players must pick a spot around the outside of the track.
3. Establish a start/finish line.
4. When the group is ready, start the clock.

SPECIAL NOTES:

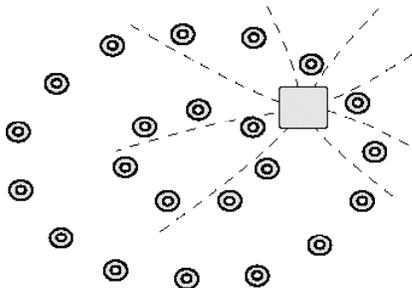
The transfer platform must remain below the tops of the cones. Players are allowed to pass the ends of the ropes to one another (teacher's choice of whether to clue the group into this strategy or not).

Cargo is an option that would make the activity more challenging.

Increasing/decreasing the number of laps is also an option.

Equipment:

- Treacherous Transfer
- Cones



The Speed Oval

How Do I Make Treacherous Transfer Developmentally Appropriate for my Students?

When using challenge activities in your physical education program, it is important that the challenge be geared toward both motor skill and social skill levels of your students. The following list of ideas can be used to vary the complexity of the challenge in order to meet the differing developmental levels of the students in your physical education classes.

The design of the Treacherous Transfer creates a higher level challenge as students must utilize team work skills and concepts of counter balance and counter tension to successfully complete the challenge. If you choose to tie the ropes onto the supports (resembling traditional transfer activities) you create a lower level challenge for your students.

The following changes within the design of the challenge will increase the challenge for your students: increase the distance traveled, place obstacles in the pathway between start and finish points, use curved or zigzag pathways, establish a time frame in which the challenge must be completed, and have groups compete against each other.

Increasing and decreasing the number of group members will create varying degrees of difficulty depending upon the challenges.

How Does Treacherous Transfer Related to Current Educational Thinking?

The Council on Physical Education for Children (COPEC) and the Middle and Secondary School Physical Education Council (MASSPEC) developed separate position statements: "Appropriate Practices for Elementary School Physical Education" and "Appropriate Practices for Middle School Physical Education". In both documents, components of an elementary and middle school physical education program have been identified. For each component, appropriate and inappropriate examples are provided as guidelines for recognizing best practices (appropriate) and counterproductive practices (inappropriate). These guidelines are useful as a decision-making tool for developing quality elementary and middle school physical education programs. When working with the Treacherous Transfer activities contained within this guide, appropriate practices for the following components are supported.

Developing Affective Skills – Appropriate Practice (COPEC)

Teachers intentionally design activities throughout the program, which allow students opportunities to work together for the purpose of developing social skills (cooperative and competitive) and responsible behavior. Situations are designed for purposeful teaching of these skills; they are not left for "teachable moments" only.

Use of Competition – Appropriate Practice (MASSPEC)

Teachers demonstrate understanding of the nature of competition by teaching students an appreciation of competition beyond individual or team contests. Teachers help students understand competition with inanimate objects, competition against a record, or competition against a previous performance. Competition is celebrated as a way to increase student motivation and interest. It is seen as a way for students to demonstrate competence and personal accomplishments.

24/7 Online Ordering!

Order FlagHouse products online 24/7! View our latest products, not yet in our catalogs! Create wish lists! Online specials! Hot Buys! Expanded content!

<http://www.FlagHouse.com>
<http://www.FlagHouse.ca>

FlagHouse Exclusive Online Specials!

FlagHouse Hot Buys! View our latest online product specials - this pricing is not available in our catalogs! Limited quantities, so get them while they are HOT!

<http://www.FlagHouse.com/HotBuys>
<http://www.FlagHouse.ca/HotBuys>

Do you have an idea for a brand new product or a new game idea? We would be happy to speak with you - contact us at <http://www.FlagHouse.com/NewIdeas>

Please direct your questions or concerns regarding this product to the appropriate office listed below between the hours of 8AM-6PM Eastern Time

In the US: FlagHouse, 601 FlagHouse Drive, Hasbrouck Heights, New Jersey 07604-3116 Phone 800.793.7900 201.288.7600 Fax 800.793.7922

In Canada: FlagHouse Canada, 235 Yorkland Blvd., Suite 105, North York, Ontario M2J 4Y8 Phone 800.265.6900 416.495.8262 Fax 800.265.6922

International Customers: FlagHouse, 601 FlagHouse Drive, Hasbrouck Heights, New Jersey, 07604-3116 USA Phone 201.288.7600 Fax 201.288.7887