

This is a week's worth of Cup Challenges. My class did them during a week long competition. We had 5 teams competing.

Day 1: 3 Stack Challenge

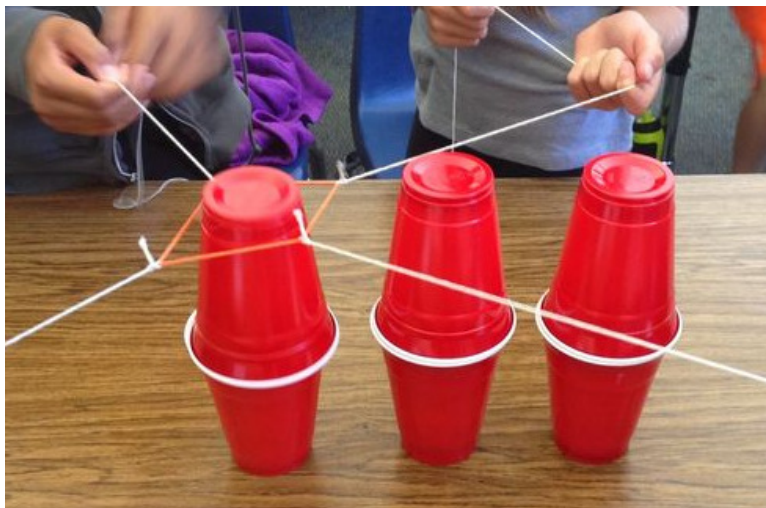
Materials needed per team:

6 large Solo cups (I recommend 2 different colors. I used 3 yellow and 3 red.)

1 thick rubber band

24 inch strings- 1 per member of the team

Objective: TLW work with a team to move cups into three stacks as shown in picture below. This must be accomplished without the learner's hands touching the cups.



Procedure

1. Align cups on a flat surface in a line, equally spaced out.
2. Tell/show students lay out for challenge: I placed mine on a slide.
3. Give them 5 minutes to talk about strategy and prep materials.
4. Report out and share ideas. If needed teacher may propose tying strings to rubberband.
5. Give teams 2 minutes to tie and begin manipulating rubberband via strings
6. Set timer for 15 minutes
7. Allow teams to work on challenge as you circulate the room.
8. If teams finish early, challenge them to redo making a pattern, but keep track of order of finishing, 1st-5th.
9. Have teams share out what worked for them and what hurdles they stumbled upon.
10. Assign each team their points for the day; 5 pts = 1st place- 1 pt = 5th place.

Day 2: Cup Pyramid Challenge

Materials needed per team:

6 large Solo cups (I recommend 2 different colors. I used 3 yellow and 3 red.)
1 thick rubber band w/ strings tied to it from Day 1

Objective: TLW work with a team to move cups into a pyramid as shown in picture below. The only tool TLW touch is the string and the only tool that can touch the cups in the rubberband. This challenge must be completed in 15 minutes or less.



Procedure

1. Align cups on a flat surface in a line, equally spaced out.
2. Tell/show students lay out for challenge: I placed mine on a slide.
3. Give them 5 minutes to talk about strategy and prep materials.
4. Report out and share ideas. If needed teacher may propose tying strings to rubberband.
5. Set timer for 15 minutes
6. Allow teams to work on challenge as you circulate the room.
7. If teams finish early, challenge them to redo making a pattern, but keep track of order of finishing, 1st-5th.
8. Have teams share out what worked for them and what hurdles they stumbled upon.
9. Assign each team their points for the day; 5 pts = 1st place- 1 pt = 5th place.

