

Key Punch

Equipment:

Markers numbered from 1-30 (e.g. gym dots, carpet squares)

Boundary marker (e.g. rope)

Stopwatch

Task:

Place the boundary marker in a large circle to designate a playing field. Randomly place the numbered markers throughout the playing field.

Upon the starting command by the instructor, one person enters the playing field, touches marker number 1 and then exits the playing field. Either the same person reenters, or another person enters, the playing field to touch marker number 2 and then exits.

Continue in this manner until all thirty markers are touch. The instructor stops timing as soon as the person touching marker number 30 leaves the playing field.

Groups may be assessed 5 second penalties each time they:

1. Have two people in the playing field at one time
2. Touch a marker in the incorrect order

Upon completion, allow groups to try to complete this task even faster after a few minutes of planning.

Instructor's Role:

1. Check area for unsafe ground cover.
 2. Clearly present the problem, participant's responsibilities and answer questions before the group begins the task.
 3. Be sure that everyone has the opportunity to contribute (e.g. stepping on at least one marker).
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