

The Battery

Power Scramble

Spatial Requirements: Regular classroom setup; little or no space required

Activity Type: Group

Grades: 3-12

Group Size: 2 or more

Time: 10 minutes

Introduction: In this fast-paced game, students will attempt to create a positive and negative combination without being able to communicate. They will connect the positive and negative cards to positive and negative emotions, showing that both positive and negative emotions can lead to constructive outcomes.

Materials:

- A positive and a negative sign card for each student (see attached PDF)
- A piece of paper and pen for each pair

Activity:

Divide students into pairs. Have the pairs choose a person to keep score. When the pairs are ready, have teammates stand facing each other. Give each student a positive and a negative sign card. (Stock paper is best so that students cannot hear their partner switching cards.)

Inform students that they are competing against the other pairs to get the most points possible. Tell students they are not to communicate throughout the activity. This includes hand gestures or written communication.

On the board, write the following:

- 2 Positives = Win 1 point
- 1 Positive & 1 Negative = Win 3 points
- 2 Negatives = Win 1 point

Note: You may want to have a student help you demonstrate how the game and point system work. Do not allow students to do their own practice round.

Game Play: Have students turn around so that they have their backs turned to each other. Have students decide to themselves which of the two cards they will play. Instruct them not to show their partner or communicate in any way. If you see communication between a pair, the team must sit out for the round and receive no points.

When the round begins, count off "one, two, three." On "three," all players in the classroom should turn to reveal their card to their partner. Allow students about two seconds to acknowledge what points they have earned, and then immediately have them turn back around. Instruct the scorer in the pair to write down their team's points.

Remind teams that their goal is to get as many points as possible. Continue play for ten rounds, and have the teams add up their score. Try to move as quickly as possible between rounds to prevent communication between the pair.

Processing the Experience:

- What was the hardest part of this activity?
- How does this relate to the Battery?

- Why do you think a positive and a negative combination gave your team the most points? (Relate to Battery analogy)
- Do you believe that the combination of positive and negative emotions in your life can produce positive outcomes in life?