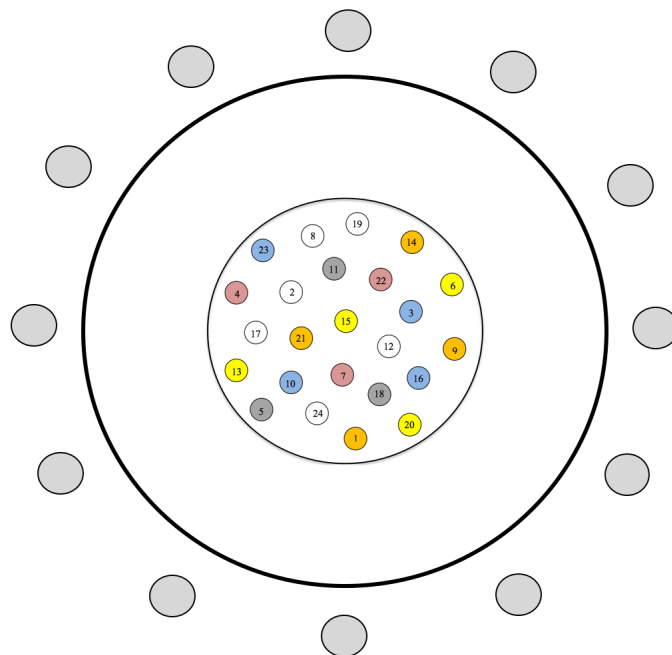


Number Flips

Set Up: Put down a circle shape (or square) with a 50-foot (or longer) activity rope - this is the 'Outer Circle.' Create an 'Inner Circle' at the center of the outer circle using a 25-foot activity rope (or double up another 50-foot rope). Evenly scatter, numbers up, at least 24 small numbered spots (for a group of 6 to 12 participants) inside the inner circle. Finally, set down one game spot for each participant in the group around the outside of the outer circle.



Objective: Following numerical order, the group is challenged to flip and then unflip all the numbers in play.

Procedures:

- The 'Number Area' is considered all the space inside the Outer Circle.
- Number Flips is played in a series of timed attempts - one timed attempt is flipping all the numbers over (numbers down) in numerical order (starting with number 1), then flipping them back over (numbers up) in numerical order (starting with number 1).
- Set an 'Official Game Time' for the group. For example, "You can take as many timed attempts as you can within 15 minutes.
- Task the group to assign a timer for each attempt. This timer can also help flip numbers.
- Before the first attempt is made, participants are assigned numbers. Ask one person to be #1, then go around the circle assigning the remainder of the numbers in order. (This procedure/rule is in place to open up the discussion about 'change' - "Staying in the same place for each timed attempt can lead to complacency and disengagement." - for example.)
- Allow time for questions from the group before they begin the challenge. (Be careful not to solve - answer - any specific problems for the group. You can say, "This is a problem you can solve together as a group.")
- **Facilitation Note:** You could simply hand the group the Directions (below) and go for it. Of course, being allowed to ask you questions along the way. (Again, don't solve their problems.)

Variations:

- In order to stress the importance of planning, require the group to plan for 5-minutes, then share the plan with you before they make their first attempt. (If you do this, you might want to give more Official Game Time (e.g. 20 minutes).
- Require the timer to play. (The Directions say, "...the timer can be involved...")
- Eliminate the "...move two game spots..." direction. This will make the activity a bit easier.
- Eliminate the "...one person can be inside the number area..." direction. (Be sure all the other directions are being followed.)

Number Flips

Objective: In numerical order, Flip and Reflip the numbers in play as fast as possible.

Preparations: Each participant must stand on one game spot, outside the number area, before each timed round. Assign numbers to flip - someone starts by calling #1 then go around the circle in sequence (#2, #3, #4 and so on) until all numbers are assigned.)

Directions:

1. You can make as many timed attempts as possible within the Official Game Time. Someone from your group must time each attempt. (The timer can be involved in the attempt.) Time starts when someone says "GO" and stops when the last number is flipped.
2. **You may not go into any part of the number area** (in any way) **before "GO" is called.** If this happens, restart another timed attempt.
3. An official timed attempt consists of flipping all the numbers over (numbers down) in numerical order, starting with number 1, and then flipping them back over (numbers up) in numerical order, starting with number 1. **The numbered spots may not be relocated within the inner number area** - they need to remain in the (general) location where they were placed.
4. If a wrong number is flipped (not numerical order), the timed attempt stops. Reset all the numbers, numbers up, and start a new attempt.
5. **Only one person can be inside the number area at one time.**
6. After flipping over your assigned number, you must exit the number area completely, returning to your game spot, before another person can enter.
7. Before each timed attempt, everyone is required to move two game spots to the left in relation to the spot we stood on in the previous attempt.
8. **No part of the Number Flips set up may be altered** (other than flipping numbers).