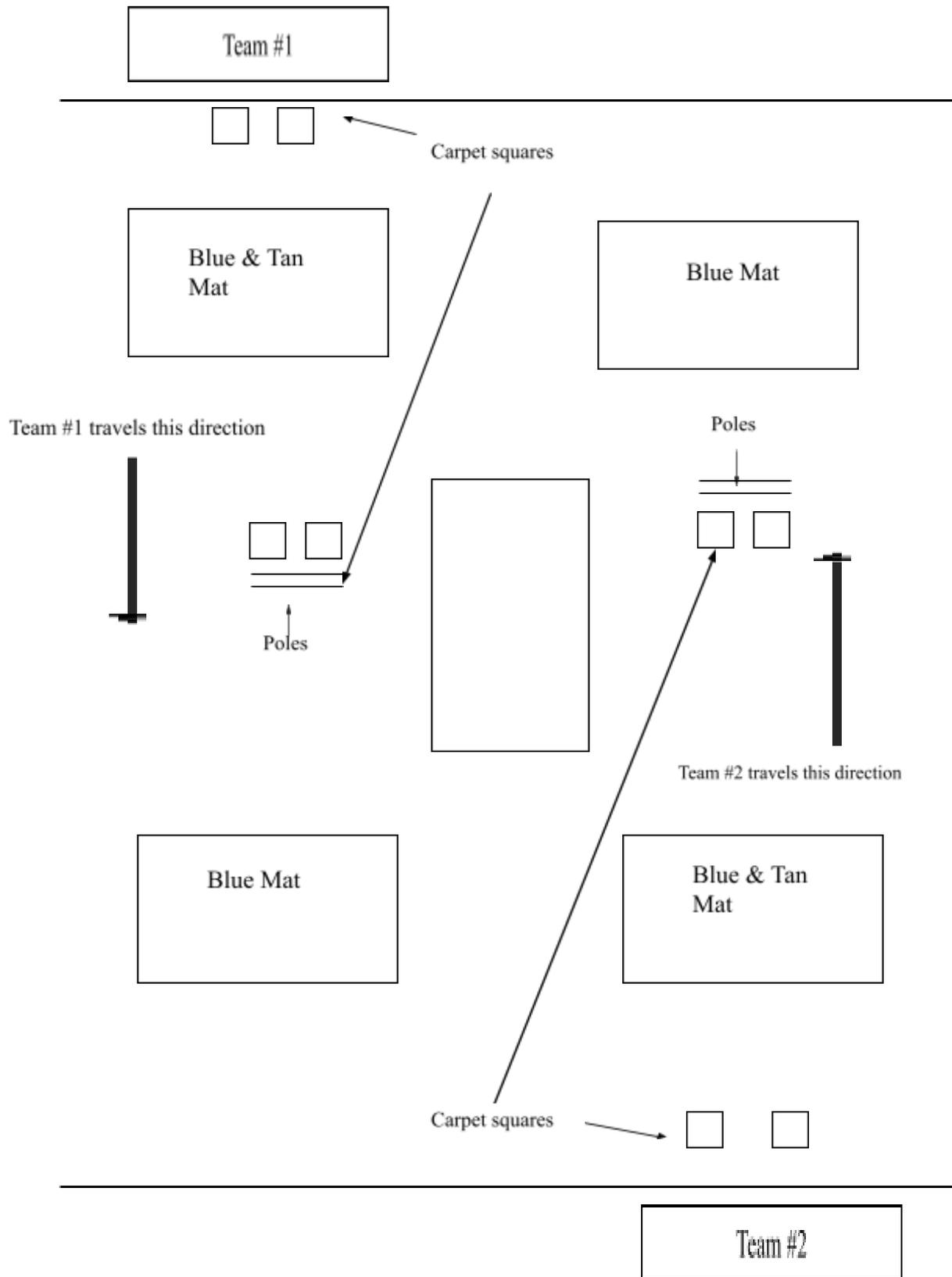


Mission Impossible (Nofzinger, 2008)



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Today, you are going to play the game Mission Impossible. First, look at the floor in front of you. You should see a black line. I want you to pretend that the black line extends from one side of the gym to the other. This separates the gym into three areas. The areas you are sitting in are safe areas. The rest of the gym is the “unsafe” area. Your mission is to take your entire team from your safe area across the unsafe area to the other side without touching the floor. To do this I have given each team some equipment.

Team #1, you have:

- 1-blue and tan mat
- 4-carpet squares
- 2-poles
- 1-solid blue mat

These pieces of equipment are yours and the other team is not allowed to use them.

Team #2, you have:

- 1-blue and tan mat
- 4-carpet squares
- 2-poles
- 1-solid blue mat

These pieces of equipment are yours and the other team is not allowed to use them.

The mat in the center is for each team to use. It is the only piece of equipment that can be shared.

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Rules for Mission Impossible

1. If you jump, leap or dive on or off any piece of equipment, then your entire team must start all over.
2. If any part of your body touches the floor, then you must leave your equipment where it is and return to the starting line. Just you, no one else. If you do not go back to the starting line, then your whole team has to start over.
3. You must slide or roll equipment to each other. You are not allowed to throw equipment. If you throw equipment, then you must return to the starting line.
4. Your team is allowed to move the blue mats.
5. *Depending on version of the game being played-* Your team is not competing against the other team. So, keep trying even if the other team finishes.

Are there any questions?

Possible Versions:

1. No one on the team is allowed to make any noise.
2. One person is allowed to talk.
3. Move from place to place backwards.
4. Move pieces of equipment around.
5. Remove pieces of equipment.
6. Have each team select the most helpful player from the other team, then have those two players switch teams.
7. Survivor Edition- Teams compete. Losing team gets to vote off a piece of equipment from the winning team.
8. Pirate Island-All equipment starts on the center island except two carpet squares. One person at a time must go to the center island (Pirate Island) and is allowed to steal one piece of equipment. This person brings the equipment back to the team and another person goes to the island. Once all the equipment is off the island, then the team may begin to go across. If a piece of equipment is left unattended in the ocean. Then the other team may claim it.
9. Beat the Clock-Set a timer and the team has to make it across before time runs out.
10. World Record-Same as Beat the Clock, except the team is trying to beat the best score ever. You will have to keep track of this.