

ONE AGAINST ALL

A game with the whole group

- The players receive assignments they have to accomplish within a certain time. There is a whole list with, for example, 50 assignments. In little groups, youngsters choose an assignment. When an assignment is completed, they can do another. The goal is to finish the list in time. When the group wins, they receive a prize. When they lose, they have to accomplish a final assignment. For example, do something kind for the coaches.
- assignments can be: use up a soap bar, be sure there is always one person on a chair, make a clothes chain of 40 meters, make a selfie with every coach, name 20 types of fruit,