

Reality Ride

12. On the Brink

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

Activity Type: Movement/group

Grades: 2-12

Group Size: 2 or more

Time: 10 minutes

Introduction: On the easy-fast track of the Reality Ride, what begins as simple fun can often lead to trouble. During this activity, kids will learn the importance of setting positive goals and thinking of the consequences before they cross the line from fun to trouble.

Materials:

- 1 penny per team
- 1 ruler per team
- 1 piece of paper per team
- 1 pencil or pen per team
- 1 desk or table space (at least 18 inches wide) per person

Activity:

Divide the group into teams of two and have the partners sit opposite each other at the desk or table. One partner uses his or her finger to flick the penny so it slides across the top of the table towards the opposite partner, who shoots the penny back or retrieves it if it goes over the edge. The object is to see how close the penny can come to the opposite edge without going off the table. Give the participants three minutes of practice, then allow them five turns each to get as close to the opposite edge of the table as possible. They will use their rulers to measure each try from the edge of the table to the closest edge of the penny, writing down each distance on the piece of paper. A penny off the edge is a 15-inch penalty. At the end of the five attempts, the total distance will be added up. The smallest total distance is the winner. Note that if a penny goes over the edge but doesn't fall, it still counts as a penalty, since the point here is to not cross the line.

You can also use this activity when teaching about rules and laws in "Lifting the Weight."

Processing the Experience:

- How difficult was it to not cross the line?
- Did it become easier to stay on the table after you practiced?
- What methods did you use to keep the penny on the table?
- What was frustrating about this activity?
- What did you enjoy about this activity?
- How does this activity apply to the Reality Ride?
- What happens when we cross the line from fun to trouble?
- How can the consequences of the penny flying off the table apply to the consequences of getting into trouble in life?
- What can you do to make sure fun doesn't turn into trouble?
- How will setting positive goals help you avoid "crossing the line?"