

## SENIOR GAME VISIONARY BADGE

**Badge Purpose:** When you’ve earned this badge, you’ll be able to design and organize games that will bring people together for creative and thoughtful fun.

Activity	Materials Needed
Three Things in Three Minutes <ul style="list-style-type: none"> <li>Have your contestants do an icebreaker to get to know each other.</li> </ul>	None
On Your Mark, Get Set... <ul style="list-style-type: none"> <li>Plan and execute an Amazing Race game.</li> </ul>	<input type="checkbox"/> Varies, depending on pit stops and challenges
Let’s Get Physical <ul style="list-style-type: none"> <li>Create a physical challenge for your Amazing Race.</li> </ul>	<input type="checkbox"/> Varies, depending on challenge
Riddle Me This <ul style="list-style-type: none"> <li>Create a riddle for your contestants to solve.</li> </ul>	<input type="checkbox"/> Varies, depending on challenge

### Getting Started

- To earn this badge, you’ll be creating an Amazing Race-type scavenger hunt. Give yourself enough time to plan the race, and keep a checklist of people/volunteers and props you’ll need to make the game fun and successful.

### Activity #1: Three Things in Three Minutes

Badge Connection: Step 1 – Break the ice

- You can use icebreakers for so many scenarios: to get to know people you’re not familiar with, to learn something new about people you already know, to get ready to work together on an activity—the possibilities are endless.
- This icebreaker is called “Three Things in Three Minutes.” Follow these steps:
  - Have your group spread out around the room.
  - Ask everyone to find a partner, preferably one who they don’t know very well. Each pair now has three minutes to find three things they have in common with each other. These should be things that aren’t obvious just by looking at the person (i.e. “We both have brown hair.” or “We’re both wearing glasses.”) They should be things that you have to dig a little to discover (“We both believed in fairies when we were younger.” or “Our moms are both from Germany.”)
  - At the end of the three minutes, call time, and have each pair share one thing they learned they had in common.



## Activity #2: On Your Mark, Get Set...

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Badge Connection: Step 2 – Imagine all the world’s a board and Step 5 – Make an ultra scavenger hunt

Materials Needed: Varies depending on pit stops and challenges you create

1. Create your own Amazing Race!
2. If you’re not familiar with the TV show, *The Amazing Race*, different teams—usually groups of two—compete against each other in a race across the world, with pit stops in between the starting point and final destination. Teams get clues to help figure out where their next destination is going to be.
3. First, decide how big of an area you want to cover for your Amazing Race. Some things to consider:
  - How will your contestants be getting around? If they can use cars, you can expand the area, but if they’re mostly going to be walking or biking, keep the area smaller.
  - How much time do you expect the race to take? Always overestimate the travel time from one destination to the next so people don’t feel rushed and crunched for time.
4. You’ll also want to choose enough pit stops so that people won’t finish too quickly, but not so many that people will feel too overwhelmed. (A good average is 3-4 pit stops.)

## Activity #3: Let’s Get Physical

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Badge Connection: Step 3 – Create a physical challenge

Materials Needed: Varies, depending on challenge

1. For one of your pit stops, have your contestants solve a clue that involves them completing a physical task together. Some possible pit stops you can create:
  - Lead your contestants to an ice skating rink. Their task is to skate a certain number of laps around the rink in a certain amount of time while holding hands. If any one of their teammates falls while skating, they must start from the beginning.
  - Lead your contestants to a local park where there are hula hoops set up. Each team lines up in a row. The first person hula hoops for 30 seconds before passing the hula hoop to the next team member. The second team member then hula hoops for 30 seconds before passing it on to the next team member. Continue until each team member has completed the challenge. Each contestant must keep hula hooping for the full 30 seconds; if the hula hoop drops, they have to stop and start again from the beginning.
2. Remember to keep your contestants’ safety and physical abilities in mind when creating these challenges.

## Activity #4: Riddle Me This

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Badge Connection: Step 4 – Get puzzled

Materials Needed: Varies, depending on challenge

1. Make some of your clues clear directions (like, “Make your way to your next destination, the Cub Foods on Main Street”) and make other riddles that your contestants need to solve to figure out where their next destination is. For example: “This place is sandy, but that’s just dandy. It’s blue and cool, but it’s not the pool.” Answer? The beach.
2. Some tips on creating riddles:
  - Start with your answer. If you already know your answer, you can work backwards to figure out your question. Be sure to keep your answer simple so it’s not too difficult for your contestants to guess.
  - Describe your answer. What color is it? Does it have a certain smell, sound? What is it used for?



- Write your riddle! If you want your riddle to rhyme, go online and find a rhyming dictionary to help you out.
- Test your riddle out on other people (not your contestants!) to see if they can figure it out. If your test subjects do (or don't!) get the answer right away, you might have to do some rewriting and tweaking to make it harder (or easier).

