

Cooperation

“Take care, don’t fight, and remember: if you do not choose to lead, you will forever be led by others. Find what scares you, and do it. And you can make a difference, if you choose to do so.” —J.M. Straczynski

Theme: Taking the Lead

Film: *The Lord of the Rings: The Fellowship of the Ring* (PG-13) 2:15

It is an epic tale of the war between good and evil in Middle Earth. The ring of power has appeared, and the evil Sauron will do anything to get it. To destroy Sauron’s plans for conquest, someone must destroy the ring. To destroy the ring, someone must cast it into the fires of Mordor. Amidst bickering and name-calling, the courage of the least likely hero of all forces the group to realize that the fate of men, elves, hobbits and dwarves lies in the possibility of working together.

Watch Video Clip – Channel 67 – 7:40 a.m.

Teaser Question: What inspires people to join others?

Going Deeper: Have you ever had to take a risk to accomplish a group goal?

Making Choices: Your teammates constantly bicker and are not playing well. You have recently joined the team and you are its youngest member. How can you help your team?

Activity: Cooperation Games

Performance Objective:

Students will learn to work together for a common goal with limited resources.

Materials Needed:

Paper plates or pieces of paper (about 1/3 as many as persons in the group).

Teachers Instructions:

- The students move half the desks to one side of the room, the other half to the other side of the room, creating a clear wide lane in the middle of the room.
- Gather all the students to one side of the room and say, “Imagine that you are being chased and need to get across a field of hot lava.”
- Hand out the plates/paper (about 1/3 the number as people) and say, “If you step on these you will not sink into the lava. Only one person can be on the plate/paper at a time. The plates/paper must be picked up and moved as you cross.”
- The key to the game is that only part of the group will be able to cross the field at a time and one person will need to work their way back across the field to help the rest of the team across.
- A time limit can be placed on this game.
- After the game lead a whole group discussion that helps students understand the role of cooperation in reaching group goals.

(From *So, You Wanna be a Playa? The Freechild Project Guide to Cooperative Games for Social Change*, by Adam Fletcher Sasse with Kari Kunst, www.freechild.org/gamesguide.pdf).