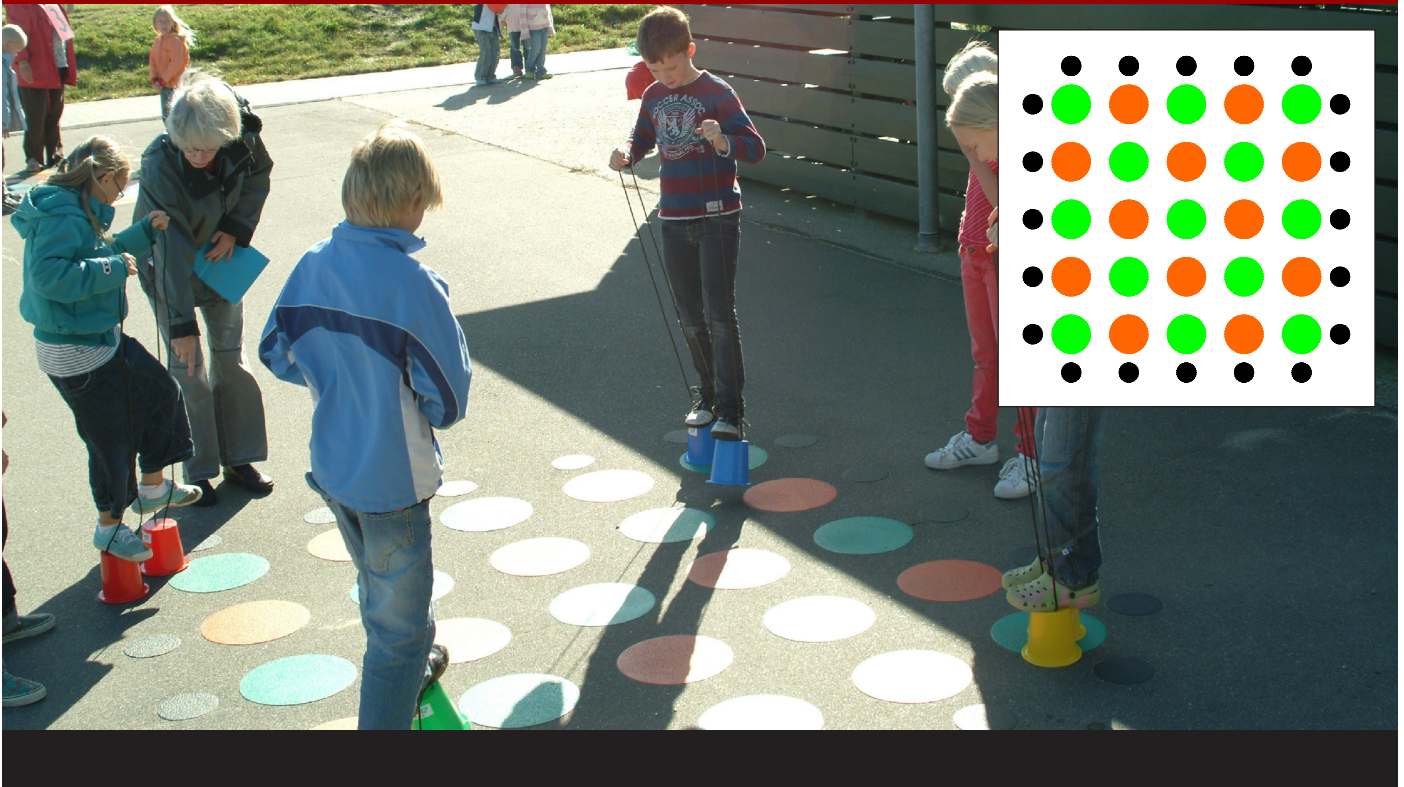


Coordination



Game Suggestions:

Balance and Coordination

Accessories: Bucket-Stilts

Players move around the pads on bucket-stilts.

The players must be constantly in motion. Any player that stops or trips, have lost the round and a new round begins.

Can be varied so that only the orange or green pads may be stepped upon.

The Secret Path

Accessories: Bucket-Stilts, Paper, Pencil

A player chooses a "secret" path from one corner to the next corner, that others players must guess by walking it. Draw the route on a peice of paper to help remember the route.

Everytime the player steps on a wrong pad, the player must step one pad back. The contestant with the fewest number of errors wins the round.

Speed

Accessories: Bucket-Stilts, Stopwatch

Time how fast it takes for a player to step on every green or orange pad.

Can be varied by adding a penelty of two seconds each time the player trips or steps on a wrong colour.