



COOPERATIVE COUNT

STUDENT TARGETS

- **Skill:** I will demonstrate verbal communication skills and active listening throughout this activity.
- **Cognitive:** I will identify the five core values of adventure learning.
- **Fitness:** I will stay actively engaged throughout this activity.
- **Personal & Social Responsibility:** I will use supportive and encouraging language with my classmates during this activity.

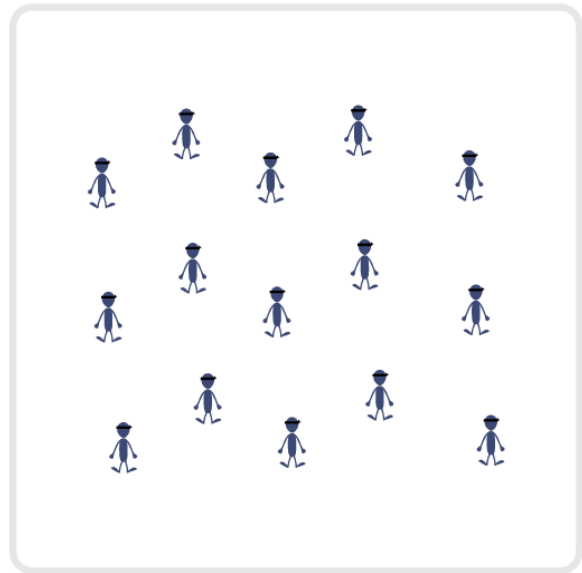
EQUIPMENT & SET-UP

Equipment:

- Adventure Learning Core Values Card
- Blindfold for each student (optional)

Set-Up:

- Students begin spread out in activity space, either sitting or lying down with a blindfold on (or eyes closed).
- Review the 5 Adventure Learning Core Values before beginning this activity.



ACTIVITY PROCEDURES

1. This activity is called Cooperative Count! The object of the game is to successfully count from 1-30 as a class, with only one student allowed to speak at a time. But we will all be blindfolded (or have our eyes closed) and unable to see each other to give any visual cues for who will speak next.
2. Let's begin by spreading out in the activity area. Find a comfortable place to sit or lay down that isn't near any of your classmates. Once we are all spread out, we will place our blindfold over our eyes (or close our eyes).
3. On the start signal, any student can call out the number 1 to begin the count. This continues with another student calling out the number 2, and until we can make it all the way to 30 with a different student calling out the number each time. But remember, only one student can speak at a time or we have to start over at the beginning with the number 1.
4. We will see how many attempts it takes for us to make it all the way to 30 without a restart.
5. Once we successfully count to 30, we will discuss the challenges and successes we experienced during the activity. Then, I will give you 2 minutes to organize and plan with your classmates before we try again.

TEACHING CUES

- **Cue 1:** Be patient with your classmates during each attempt to get to 30.
- **Cue 2:** Use encouraging language with your classmates.
- **Cue 3:** Apply the 5 Adventure Learning Core Values throughout the activity.



COOPERATIVE COUNT (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Allow students to work with a partner if needed.
- **UDL 2:** Utilize visual and verbal demonstrations by students prior to activity.
- **UDL 3:** Allow the option to not wear a blindfold if it makes a student uncomfortable.

ACADEMIC LANGUAGE

Patience, Responsibility, Respect, Commitment

PRIORITY OUTCOMES

Values Physical Activity - Social Interaction:

- **(Grade 6)** Demonstrates respect for self and others in activities and games by following the rules, encouraging others, and playing within the spirit of the game or activity.
- **(Grade 7)** Demonstrates the importance of social interaction by helping and encouraging others, avoiding trash talk, and providing support to classmates.
- **(Grade 8)** Demonstrates respect for self by asking for help and helping others in various physical activities.
- **(Grades 9-12)** Identifies and evaluates the opportunity for social interaction and social support in self-selected physical activities.

DEBRIEF QUESTIONS

- **DOK 1:** Provide an example of how you demonstrated one of the 5 Adventure Learning Core Values during the activity.
- **DOK 2:** We were attempting a task that required a lot of patience. Is there a strategy that helped you remain patient during each of our attempts to count to 30?
- **DOK 3:** How did having the opportunity to plan with your classmates impact your ability to be successful at completing the task?