



## Connections Activity



<b>Title/Skill:</b>	Captain's Coming
<b>Connection Goal:</b>	Personalization: Icebreaker
<b>Grade Level:</b>	9-12
<b>Time Needed:</b>	25 minutes

\*\*This activity is from Teampedia. Click [here](#) for a very detailed description (with pictures) of this activity.

### **Handouts/Materials Provided:**

**NONE REQUIRED**

### **Summary of Activity for the Advisor:**

1. Assign one person to be the "Captain." The role of the Captain is call out the actions and dismiss the players who don't do the actions quick enough or who break from character. Once the captain calls an action, each player has 3-4 seconds to start performing the action. If they don't find a group fast enough or perform the right action, they are out of the game.

Here is an explanation of each of the actions...

- Captain's Coming!: Everyone stands at "attention" (in a salute), and they can't move from this position until the caller says, "At Ease!" If they laugh or break from the attention, they are dismissed.
  - To the ship!: Players run to the right.
  - To the shore!: Players run to the left. (The captain can, for example, say "to the shore" but point to the right in an attempt to trick players)
2. Game continues until only one player remains. He/she is named first mate and becomes next captain.
  3. Many more suggestions for captain's commands can be found by clicking [here](#).

### **Read/Review/Discuss/Do with students:**

- Ask students to explain how/why they were kicked out of the game.
- What makes a good captain First Mate?

