



Connections Activity



Title/Skill:	Pip, Squeak and Wilbur
Connection Goal:	Personalization
Grade Level:	9-12
Time Needed:	20 minutes (can be shorter or longer, as needed)

Handouts/Materials Provided:

Random objects such as stuffed animals, rubber chicken, etc. (requires space in the gym or outside)

Summary of Activity for the Advisor:

1. Put students in teams of three. Each team must have a “Pip,” a “Squeak” and a “Wilbur.” Teams of three form a large circle. Place objects in the middle (one fewer object than there are teams)
2. Call out either “Pip, Squeak, or Wilbur”
3. Whichever person is called must run one complete lap around the circle (until they get back to their original spot). The other two team members are waiting for their teammate by forming a human bridge with their arms extended and connected. When the runner reaches his group, he goes under the bridge and crawls into the center, trying to capture one of the items in the center.
4. One team will not recover an item. This team can either be eliminated or penalized by being required to start the next lap from a seated or laying position.
5. Continue rounds by calling different names. Take away one object from the center after each round. Keep score and declare a champion.
6. Change rules for each round. For example, before yelling “Pip,” declare that they must speed-walk around the circle and roll into the center.

Read/Review/Discuss/Do with students:

- Why was your team successful or unsuccessful?
- What other rules can we use? Other than walking, crawling, rolling, etc?