

Snowy 2.0

Three TBMs

Overview

This ball game is fun, physical and hands-on, to promote teamwork and fitness.

The aim is to familiarise participants with the Snowy 2.0 project and in particular, the tunnel boring machines (TBM).

Materials

Two to three balls (*basketball is recommended*)

Facilitator

Indoor or outdoor space large enough for kids to move around in

Instructions

1. Participants form one standing circle
2. Hand a ball to three children at random spots around the circle
3. Assign each nominated child a TBM name - Kirsten, Lady Eileen Hudson and Florence. These children are now tunnel boring machines
4. Ask two of the ball-holding people to weave in and out of the standing participants in a clockwise direction
5. Ask the third to move anti-clockwise, also weaving in and out
6. Call - "start your engines and get tunnelling." Do not run, this is an exercise of precision and communication
7. As two of the TBM's meet in the circle they work out which way to go so they do not collide. Use verbal communication. The ball represents the header of the machine

and needs to be held in front of the body throughout this game

8. Swap around to give everyone a go

Hint - encourage the children to make machine noises. As they get better at the game they will anticipate collisions and speak to each other as though they are the TBM operators



TBM Florence



TBM Lady Eileen Hudson



TBM Kirsten