

Keeper of the Case



You will need

- A Case or Box with a Lid
 - Sweets (to use as a prize)
 - Paper and Pens
 - Equipment for the Challenges (as many as you like)
- The items needed for the challenges are all basic household items or in this activity box.

Before you begin

Place the "prize" sweets in the box and ask a member of your family to write a four digit code on a piece of paper and only reveal the code to you, one digit at a time, as you complete the challenges.

They are the Keeper of the Case...

Have a go

Pick your activities from the list below, some activities are easy to complete but some are much more difficult or even impossible!

1. Balance a spoon on the end of your nose.
2. Lick your elbow.
3. Carry a pencil from one end of a table to the other using only the tip of your thumb.
4. Make a paper aeroplane and throw it so it flies into a preselected goal, like a bucket.
5. Throw a small light ball to knock over an item like a chair or a table within three goes.
6. Use ropes or a necker to tie a friendship knot.
7. Roll a ball from a start point into a target zone with only one roll. The course should be L-shaped with no walls.
8. Move five sweets from one bag to another using chopsticks or a straw, within 30 seconds.
9. Balance a coin on the end of a toothpick.
10. Throw a piece of paper into a bucket.

11. Count out ten seconds without looking at a clock.
12. Bounce a ball made of scrunched up paper 5 times.
13. Pick the Joker from a pack of cards within five tries.
14. Stack five sweets on top of each other.
15. Blow through a straw to guide a ball around a course and into a hole.
16. Roll a ball into a cup that is smaller than the ball.

Once you have completed the agreed number of challenges for each digit, the Keeper of the Case reveals the digits, one at a time, that will "open" the box.

Additional Information

You can make this challenge as hard or easy as you want by varying the number of challenges that need to be completed to gain each of the four digits needed to open the case!



Reflection

This game is about having the courage to take risks and tackle challenging activities.

- How did you feel when you saw the list of activities?
- How did you react when you could not complete an impossible activity?
- Did you give up or did you try a new challenge?

This activity also helps you to "do your best".

Safety

Food – Check for food allergies before you begin.

All Activities are taken from the Scout Association's Great IN Doors programme.