

## Title of the activity: Problem solving - Sequence of numbers

For who: 10+ Duration: 20 mn Number of players: 5 Place: outside/inside

**Characteristic:** 

-cheap

- transportable

Type of game: problem solving

**Educational interest:** 

- problem solving

- team bulding

**Materials:** 

- cards with numbers, rope

## Goal: problem solving, team bulding

## Method:

- 1. Prepare a circle using ropes and deploy it to numbers (we recommend using a combination of Arabic and Roman).
- 2. Its mission is to touch all the numbers sequentially ie. 1, 2, III, IV, 5, ... as quickly as possible. Attention! In a circle with the numbers may be one time only one person.
- 3. Group tries constantly change their procedures so as to be faster.

## Link or picture:



