

1. Auditorium – Tower project.

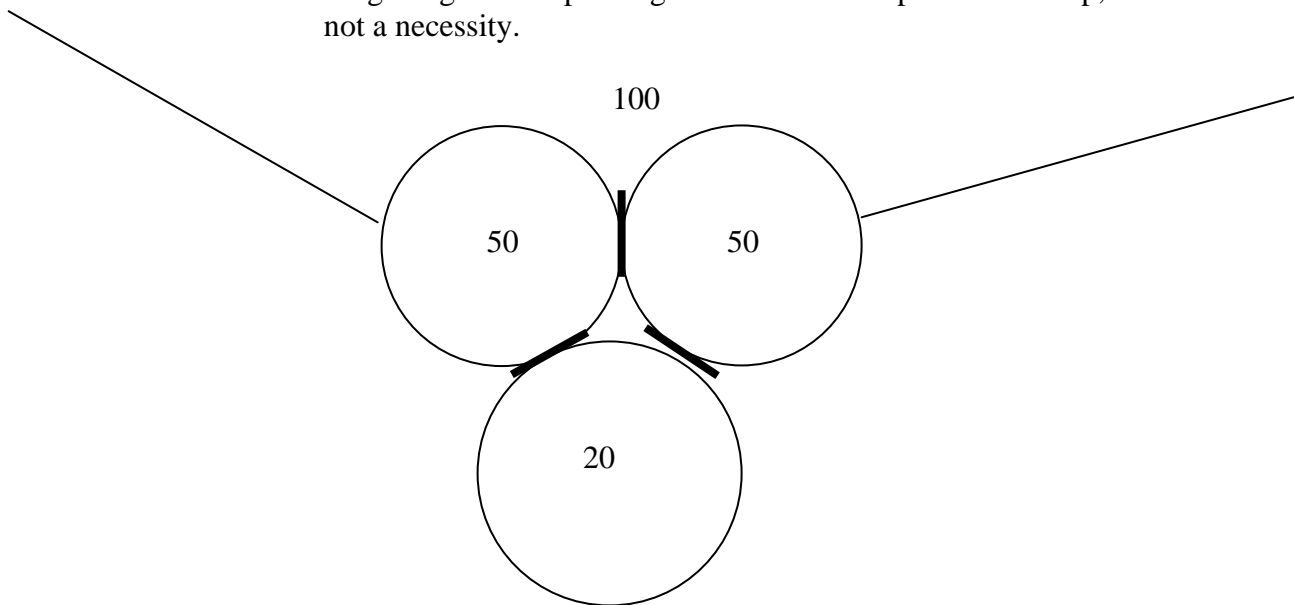
- This activity involves girls constructing a tower 30cm in height that can hold a brick for 30 seconds. The tower can be constructed only out of large and small pieces of card and sticky tape.
- Rules:
 1. All teams get to start with a budget of \$1,500
 2. Each team must keep track of each dollar they spend. Teams will be given this money in fake cash.
 3. Each team's tower must be 30cm in height and be able to sustain the weight of one brick for 30 seconds.
 4. The only items that may be used in the construction of the tower (along with their costs) are:
 - a. Large Card - \$50.00 each (approx. 10-15cm in length)
 - b. Small card - \$20.00 each (approx. 7-10cm in length)
 - c. Tape - \$10 for every 10cm (can only be bought in 10cm lots)
 5. As the girls want card or tape they must hand over the money to the leader who will give out the items they want.
 6. For every \$100 the team has left at the end of their construction they will receive 10 points and for every 10 seconds their tower holds up a brick they will receive 50 points.
 7. The winning team (whose tower holds it for the full 30 seconds and has the most money remaining) will get 200 points.

2. Coulson Room – 10c Cup

- Girls take it in turns to attempt to drop a 10c coin into a cup
- The coin must be balanced on the girl's forehead and no hands may be used
- Girls must stand behind the line (marked with tape)
- The girls take two steps to the cup and try and toss the coin into the cup
- The team gets 50 points every time a coin makes it into a cup

3. Kindy – Suspended hoops

- Three hoops are joined together in a triangle and suspended from the roof or walls so that the hoops are in mid air.
- Each girl must go through at least one hoop and all hoops must have at least one girl go through them
- Each hoop is worth a different amount of points
- To get high bonus points girls can be lifted up over the hoop, but this is not a necessity.



4. Old Hall – Table Tennis

- This is a no scoring station; girls are just to have turns at playing table tennis.
- Try to get some games of double happening.

5. Foyer – Twister

- This is a no scoring station
- There will be two mats at the station
- 3-4 girls on each mat
- Get the girls to stand at the side of the mat
- The leader at the station spins and all girls follow same directions

6. Basketball Courts – Volleyball

- This particular station will involve two groups – each group will stay at the station for two rounds
- Each team takes a side of the net
- Both teams will be given a sheet
- The idea is that instead of using their hands they work together and use a sheet. The first team launches the ball over the net using their sheet; the team on the other side must catch the ball in their sheet and return it over the net.
- Each time a team scores they get 50 points
- A team scores when their opposition fails to catch the ball with their sheet or the ball falls off their sheet and hits the ground.
- Serving is done alternatively so that each team gets an equal number of serves.