What Are the Educational Applications?
Challenge Tarps are used in team building/cooperative activities that are excellent for groups of 4-8 students per tarp (up to 32 students per set of Challenge Tarps) working to solve specific tasks as a unit.

How Can I Use This Product With My Participants?
All of the activities presented are appropriate for students from 3rd to 12th grade. The activities also work great with adults in various settings. Stressing communication and cooperation, the team’s goal is to complete the challenge, not to compete with the other teams. The ideal size of the group on each tarp is 6, but the groups can range from 4-8 participants. Challenge Tarp activities help to build the following skills:

- 1. Cooperation: The idea that the participant must work together with the group for there to be success.
- 2. Out of the Box Thinking: All solutions are correct.
- 3. Listening Skills: Solutions can only be found with properly understanding the explanation of the task. You will find that based on your instructions, students will find creative ways to complete the task (this is a good thing).
- 4. Thinking: There is no reward for speed when using Challenge Tarps™. The only goal of the team is to provide correct responses/solutions to the task. The groups need to think, then solve the problem, not just react to find a quick solution.
- 5. Communication: Students must find ways to communicate with each other. Listening is more important than speaking. We have 2 eyes and 1 mouth, listening is twice as important as speaking.
- 6. Role Recognition: Who are the leaders, the followers, the listeners, the thinkers, the peacemakers, etc.? Students will quickly find out that the loudest member of the team is not always right about how to complete the task.

Challenge Tarps™ Activities
Activity #1: Tarp Shapes
- Without stepping off the tarps, the team’s challenges include:
  - 1. Folding the tarp in half, then into quarters, then into eighths with all members on the tarp.
  - 2. Make the tarp into a square, rectangle, triangle, pentagon, or an octagon.
  - 3. Make the tarp into the shape of a house.
  - 4. Make the four corners touch.
  - 5. Make the tarp into a letter or number (V, W, S)
  - 6. Make the tarp into a circle.

Activity #2: Tarp Challenges
- Without stepping off the tarps, the team’s challenges include:
  - 1. Flip the tarp over and have the entire team stand on the other side.
  - 2. Have the team move the tarp 10 feet in any direction.
  - 3. Have the team cover the tarp so that none of it is showing.
  - 4. Enclose the group in the tarp.
  - 5. Expose the most amount of tarp possible (stand in the smallest space needed for the team).
  - 6. Rotate the tarp 360 degrees.

More Tarp Tasks:
- 1. Make an igloo out of the tarp to protect the team from the cold. All team members must be completely covered by the tarp (all you should see is the tarp).
- 2. Try a team stand up. While holding the edges of the tarp, the team must pull each other up to a standing position.
- 3. Have the team use the tarp to launch foam balls into the air and catch them or throw them to another team. Try it over a volleyball net.
- 4. Roll a ball from tarp to tarp without dropping it.
- 5. Have the team try to catch as many objects (flying discs, beanbags, etc.) as possible with the tarp in a timed setting.
- 6. Try a tarp marathon—run around the tarp 26.2 times (the miles in a marathon). If the team communicates, they will fold the tarp up as small as possible, making it quicker to run around.
- 7. Finally challenge the teams to come up with their own uses for the tarps (ex. picking up objects, tarp ropes, tarp parachutes, etc.)

How Does this Product Relate to Current Educational Thinking?
The Council on Physical Education for Children (COPEC) developed the position statement “Developmentally Appropriate Physical Education Practices for Children”. Twenty-six components of a physical education program have been identified. Developmentally appropriate and inappropriate examples are provided as guidelines for recognizing the best practices (appropriate) and the most
counterproductive practices (inappropriate). These guidelines are useful as a decision-making tool for developing quality physical education programs.

Active Participation for Every Child–Appropriate Practices
• All children are involved in activities that allow them to remain continuously active. Classes are designed to meet a child’s need for active participation in all learning experiences.

Competition–Appropriate Practices
• Activities emphasize self-improvement, participation, and cooperation instead of winning and losing.

Gender Directed Activities–Appropriate Activities
• Girls and boys have equal access to individual, partner, small group, and team activities. Both girls and boys are equally encouraged, supported, and socialized towards successful achievement in all realms of physical activities.

Safety
As with any group activity, it is important to communicate with the participants to minimize their risk of potential injury. The pace of play during the activity will also factor into the environment the participants are functioning in. A controlled group will have more success and will also operate in a safer environment.