



The Spartina Show

Driftwood Education Center



Class Description:

What do push-ups, scaring monsters, and answering trivia questions all have in common? They're all part of The Spartina Show! The Spartina Show is an evening program that is a mix of trivia, comedy, imagination and so much more. There are 5 different categories, in a Jeopardy like setting, where teams of students will imagine and create their way through different challenges.

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The Spartina Show

Table of contents and outline:

I. Pre-class set-up

1. Set up the Spartina Show computer and projector.
2. Have all props out and ready.
3. Set up judge's table with chairs.

II. Introduction and rules (5 min.)

1. Give students an overview of what the game is.
2. Split the school into smaller groups.
3. Get teachers for judges.

III. Playing the game (1 hr. 25 min.)

1. Answering game board questions
2. Final Spartina question (last 15 min)

IV. Conclusions and Wrap-up

1. Have judges give team's final "prize."

V. Clean Up

Concepts:

Focal points of this class are:

1. Students should have fun and use their imaginations, while learning to work together as a team to accomplish challenges.
2. There will be both mental and physical challenges for students to try and accomplish.

Outcomes:

Upon completion of this class, students will be able to:

1. Work together as a team and learn what role they play in teamwork.
2. Have tried new physical and mental challenges.

National Performance Standards met

NPH.K-12.5 RESPONSIBLE BEHAVIOR

A physically educated student

- Demonstrates responsible personal and social behavior in physical activity settings.

NPH.K-12.6 RESPECT FOR OTHERS

A physically educated student

- Demonstrates understanding and respect for differences among people in physical activity settings.

NPH.K-12.7 UNDERSTANDING CHALLENGE

A physically educated student

- Understands that physical activity provides opportunities for enjoyment, challenge, self-expression, and social interaction.

NA-T.5-8.1 Script Writing by Planning and Recording Improvisations Based on Personal Experience and Heritage, Imagination, Literature, and History

- Students individually and in groups, create characters, environments, and actions that create tension and suspense

NA-T.5-8.2 Acting by Assuming Roles and Interacting in Improvisations

- Students in an ensemble, interact as the invented characters

I. Class Set-up (15 min.)

This evening class should have at least 2 instructors: one as the game show host, the other to man the computer and serve as crowd control. This evening program is designed so that kids have fun and use their imaginations, while learning to work together as a team to accomplish challenges. This evening activity is designed to have a “competition-like” feel without it being a game based on a real winner or loser.

You will need the following materials:

- Hula hoops for each group
- Basketballs for each group
- A judges table with chairs set up
- Marker board and markers for the judges
- Microphone out and ready to be used
- AV cart with projector, hooked up to sound board
- Laptop with “Spartina Show” PowerPoint

REMINDER TO THE INSTRUCTORS – maintain order for the show, making sure everyone is being respectful, but remember that this program is for fun. Therefore, stay upbeat and chipper the entire time and **be fun**. It is more important that the students have a good time than to finish the all of the challenges. If the students are being disrespectful or rambunctious, remind them of Driftwood’s rules in a positive way.

ASK LEAD TEACHER BEFORE GAME SHOW:

Students will be divided into different groups, ranging from 6-12 students. Whether this is by their field groups or random groups is up to the lead teacher. Each group is a separate team.

II. Introduction and Rules (5 min.)

1. Welcome the students to the Spartina Show. Tell them they will be competing in a Jeopardy-like team game, where they will be doing various challenges. Everyone gets to participate because everyone has different strengths in these challenges.
2. Students will be assigned groups and they must stay in their group at all times.
3. One team will get to pick a category and difficulty level before each round. This will pass around to the right for next turns in picking the category. Each category has different challenge levels. This works the same way as Jeopardy, with difficulty levels starting at the top with “easiest” and working your way to the bottom “hardest.”

4. When you issue a challenge, the students will have 1-8 minutes to get ready, depending upon what the activity is. If a team has people that do not want to do a challenge, they are disqualified from that round. Once a student goes up for a challenge they MAY NOT go up again until the Finale or until every student in that group has gone up at least once.
5. Remind students to be good sports and support each other – cheering for everyone is encouraged.
5. If a team chooses the Driftwood Knowledge category, ONLY that team may participate in that round. This is kind of like double-Jeopardy. However, each team can only choose Driftwood Knowledge one time during the entire game.
6. During the finale, ALL students need to participate.

III. Playing the Game (1 hr and 25 min.)

1. First, bring up the first slide in the PowerPoint slideshow. An applause audio should start automatically. Start the game by splitting the students up into their groups. They then need to come up with a team name and bring it up to the judges. While 1-2 instructors are doing these two things, play some background music. At the same time, another instructor needs to gather the adults who will be judging. Adult judges must adhere to the following guidelines:
 - a. The judges will be responsible for writing down the team names, judging the different challenges, and awarding “points” to each group during the show. Each round will have different “points” (i.e. pizza toppings, ice cream flavors, kinds of flowers, etc.) that the judges make up. Judges also have the power to take away points as well, especially if students are being disrespectful or using unsportsmanlike conduct.
 - b. Judges will collaborate after each round and decide which group met the challenge the best. Judges should take creativity, enthusiasm, patience, and other aspects into account when judging. The more into this game the teachers get, the better! Never say which group did the best, always say the points in order of team name only.
 - c. Example: For “Grab Bag – Mild,” the points theme is pizza, so Team 1 wins pepperoni points, Team 2 wins cheese points, Team 3 wins olive points, Team 4 wins garlic points. For “Grab Bag – Medium,” the points theme is mythical creatures, so Team 1 wins unicorn points, Team 2 wins dragon points, Team 3 wins griffin points, and Team 4 wins bigfoot points.
2. Once all the teams are done organizing, use the microphone to “host” the game. Pick the first group to choose and let them choose which category and level they would like, from the second slide on the PowerPoint. Click the blue hyperlink to the challenge and follow the instructions. While the team is brainstorming answers or preparing for the challenge, play background music from the slide by clicking the

small Driftwood logo(s). Once the music ends, the prep time is over. Then have the participants try to complete the challenge.

3. Have the judges award the “winner” of the challenge a prize.
4. After the first challenge is done, let the next group to the right choose a category. Return to the category screen/slide by clicking the larger Driftwood logo. Any challenges that have already been completed will now have a purple hyperlink. Continue in playing the game this way until the last 15 minutes, which will be the Finale time.
5. If the “so you think you can dance” category comes up, all students will dance at the same time. No matter what the song is they have to dance, no exceptions will be made for ANY child to who does not like the music. Always warn them before they send someone up that the dance music will be random and that it could be ANY kind of music for dance, this includes ballet, jazz, Irish jig and more.
6. For the official finale challenge, each team must reenact a scene from an animated Disney movie for 90 seconds. Each team will take turns coming up onto stage and acting out their scene.

However, if not all of the categories have been completed and/or the timing or order calls for it, the finale can be one of the remaining challenges; preferably an “inferno” option. Go with the flow of the show, and use your best judgment.

The judges will give out the Finale “prize” at the end. Remember, prizes don’t really matter and no team wins.

**During any times where the teams are collecting thoughts and plans, play music to make it sound fun and not so quiet.

IV. Conclusions and Wrap-up (2 min)

Let the teams know what their prizes are and have them tell each other “good game.” Tell them they did a great job and hopefully they had fun doing all the goofy challenges. Hopefully some of them tried new things and had fun with it.

V. Clean Up (10 min)

Everything needs to go back to its original location, including the table and chairs. Make sure the AV cart and all electronics, including cords, get put away and locked back in the office. Shut down the sound system.