

# Mission Possible

## Synopsis

### 4th –6th, upper



#### Summary

*Combine teamwork, natural history, outdoor skills and adventure in this class designed to engage students in problem solving and community building. Includes group initiatives and ecological concepts in a giant scavenger hunt through Hartley Park.*

#### Goals & Objectives

##### **This program will:**

- Engage students in problem solving and team building.

##### **Students will be able to:**

- Participate in group challenges and discussions
- Work towards a common group goal
- Communicate to group through listening and speaking

#### Activities

##### **In the classroom:**

- Students brainstorm on what a team is, what it means to be a good team member, and the tools we can use to solve problems as a team.
- An overview will be given of how the program will progress once groups leave the classroom.

##### **In the field:**

- Teams hike on routes through the park to find hidden treasure boxes containing poker chips (a.k.a. teamwork chips). The more effectively they work together to accomplish team challenges, the more chips they accumulate.
- As teams hike, they stop to do team building activities. Once they do these successfully, they get a clue on where to search for the next treasure box. Typically there are five boxes to find.
- Once all treasure boxes have been found and team challenges have been accomplished, teams return to the building and pour their chips into a graduated cylinder. This indicates the success of the teambuilding activities.

#### MN Academic Standards

supported during HNC program. More standards can be supported with pre- and post-lesson activities.

##### *Language Arts*

4.3.A.1 & 2  
5.3.A.1 & 2  
6.3.A.1, 2, & 3  
7.3.A.1 & 2  
8.3.A. 1 & 2  
9-12.3.A.3

#### Authenticity

Students apply real life skills to accomplishing challenges and group processing. Students practice communication while discovering parts of Hartley Park.

#### Bad Weather Alternative

While using a classroom as a home base, students can complete team challenges in the room, and then receive a clue to find a treasure box either in the building or within the immediate perimeter of the building. Additional challenges may be added to make up for the time that would have been spent simply hiking.