

# Katapult

Capacity: 120 students

Duration: 4 hrs

**KATAPULT** is an outdoor, fast-paced, fun, non-contact battle game, focused on building organisational, leadership and strategy skills for GRADES 5-12. It also provides a dynamic platform to explore group and individual interactions, and to investigate the ethical implications of student behavior during the game.

## Key Objectives

1. Get every student involved and having FUN!
2. Assist in the formation of new social groups.
3. Develop or introduce key life skills such as: leadership, communication, ethical integrity, time management, personal and group discipline, organisation, multi-tasking, task prioritisation, fairness, dexterity, and healthy physical exercise.
4. Motivate a degree of leadership from EVERY student who plays.
5. Explore the key attributes of leadership and the value of task delegation.
6. Have students analyse and discuss the behaviour of their group, themselves, and the ethical implications of their behaviour during the game (achieved through debriefing activities).

## Design Features

1. Allows a high level of student interaction, regardless of ability.
2. The rules and 'organisational challenges' provide a multi-layered environment that catalyses leadership, through every student having to manage the competing demands and objectives of the game.
3. Gives students a level of autonomy to make their own decisions as to how they will behave.
4. Has easy to use equipment, with a high focus on safety.
5. Can be run as a 1.5 hour activity (battle only) or as a full day program.

## Description

The game has 4 parts which occur at the same time (Please refer to site map):

1. The battle
2. Organisation
3. The police force
4. Letter



We fight for treasure!

## The Battle

Each team has 3 catapults, capable of launching tennis balls 80m over the playing field. All catapults have 2 flags, which can be captured and re-captured. A catapult must have at least 1 flag to launch tennis balls. To capture flags, players simply grab them off their holders and return with the flag to their home fort, where the flags are either mounted on their fort (if they are enemy flags) or on their catapults (if they have re-captured their own flag). All players are equipped with a shield and a sponge ball. These are used for attack and defense. If a player is hit with a sponge ball they must drop the flag (if they are carrying one), go to the Red Cross Station (refer site map), and then back to their home fort to re-enter the game. Each ball in the other teams for is worth 5 points, winning the battle is worth 20 points.

## Organisation

The second part of the game represents the organisation behind the battle, and is played out at the Communication Post (refer site map). During the battle, coloured flags and numbers are hung, inviting both teams to complete a challenge and win 5 'organisation points'. Teams win these points by bringing the correct number of people (determined by the number hung) and completing the specified challenge first. There are 10 challenges of which all are played each half.

## Police Force

The police force is responsible for enforcing the rules and has the power to send offenders to jail for the duration of a challenge as played out at the communication post. The police force rotates through players every 10 minutes. Every person will be a police officer during the game.

## Letters

The king receives 4 letters during the entire game. Each letter requires the entire team to perform a task. The team to complete the task first wins 20 points.

## Winning

The team with the most points and/or that opens the locked treasure chest 'wins'. However, the emphasis is on engagement in the debrief activity, rather than 'winning'.



Strategy and moral

## Facilitation

- Introduction (20min)
- The game is introduced, rules are explained.
- Practice Battle (30min)
- Practice battle begins, rules are constantly read via megaphone, and coaching is given. Letter No. 1 is played.
- Organisation (30min)
- Teams regroup, are broken down into units, talk strategy and get organised.
- Battle 1 (50min)
- The official battle begins all 10 communication flags are played and letter No. 2.
- Break/Food/Strategy: (30min)
- Battle 2 (50min)
- The battle resumes and the 10 challenges are replayed. Letter No. 3 and 4 are played.
- Debrief (30min)
- Letter No. 5 is played and prizes awarded based on debrief answers.



The wild flag in action – oh yeah!



The king – to rule and command



Organisational task – piggy back races



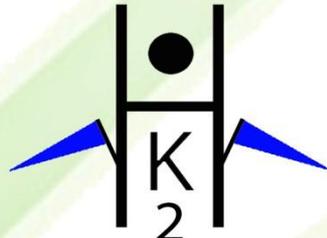
Assault en masse

# Playing Field



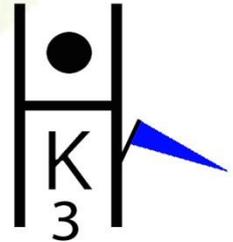
Blue fort with 3 captured red flags.  
These flags can be re-captured at any time!

Needs a flag to be used



Has 2 flags, can be used. Consider putting a flag on Katapult 1.

Has 1 flag. Can be used



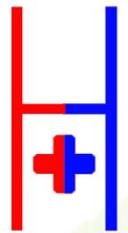
## Communication Flags

During the game the facilitator hangs the following flags on the Communication Post. The first team to get the right amount of people to perform the task correctly wins 5 organisation points:

COLOUR	SYMBOLISM	TASK
White	Communication	Chinese whispers.
Grey	Technology	Skipping everyone through a rope without error.
Yellow	Moral	Counting off & cheering "hurrah" in unison.
Green	Supply	Pass a handful of sand back and forth.
Brown	Roads	Wheelbarrow races.
Maroon	Trade	Trading a home flag for the "Wild Flag".
Purple	Religion	Form a perfect circle with a piece of rope.
Pink	Politics	Form a perfect square with 3 pieces of rope.
Black	Disease	'Piggy Back' races.
Bronze	Victory	Crazy dancing.



**Communication Post**  
Complete the tasks and win organisation points.

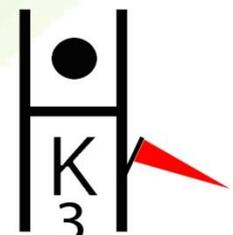


**Red Cross Station**  
If you are hit with a sponge ball, you must come here, then go back to your home fort, to re-enter the game!

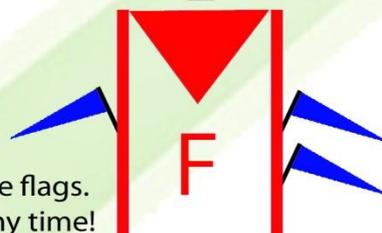
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Red fort with 3 captured blue flags.  
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