

Hosanna's Amazing Race

Capacity: 120 students

Grades: 5 - 12

Duration: 3 ½ - 4 hrs during daylight

Facilitation: 2 staff + 2 - 3 teachers.

Subject to: Substantial rain

Hosanna's Amazing Race is an interactive, challenge based simulation of early adult life, which develops financial and organisational skills. It is a fantastic platform to build self esteem, provide recognition of individual strengths and foster a positive relationship between students and lifelong learning.

Key Objectives

1. Get all students involved and having FUN!
2. Get students to recognise, appreciate and use their own skills and the skills of their team mates.
3. Get students to appreciate the role of academic learning in being able to solve 'real life' problems.
4. Develop an awareness of the impact that attention to detail, time management, financial management, patience, and communication have on being successful.
5. Introduce students to the typical costs and things that they will have to manage as an adult and question how they are planning on getting the skills required to manage all these things successfully.

Design Features

1. Allows adjustment of challenge difficulty to suit student ability.
2. Provides a platform to extract a vast range of skills to maximise student engagement and build self-esteem.
3. Has a high level of safety with easy supervision.
4. Team size can range from 3 to 6 people.
5. Maximum capacity of 20 teams with 6 people per team run over 2 days.



Are all your answers right?

Race Description

Setting

Teams have just finished school and have gotten their first job. They are saving up for a holiday around the world. To make money they have to complete challenges. The more money they make the better holiday they will be able to buy at the end of the game.

Challenges

Each team is given; a clip board with Bank Form and pencil, countdown timer, and money container (money = metal washers). Countdown timers are set to 15 minutes and all teams start their timers and disperse to the appropriate challenge locations. Teams have 15 minutes to complete each challenge. Each challenge requires the students to correctly fill out their Bank Form. This will give them a code which must be entered into the lock. If they have done everything correctly the lock will open. If the lock does not open they have made a mistake. Answers are available for purchase from the Bank, (using washers) in either the form of a hint, or the answer directly; however, they are expensive. Once the locked box is opened, students must correctly identify the highlighted country on a world map and write this country down on their Bank Form. At the bank there is a titled world map available for students to check their answers and spelling before submitting their form to Mr. Time. If students go over the 15 minutes they are fine for each 60 second period they are late. If a team arrives 1 second late, they will be fined! *Mr. Time* gives the Bank Form to *Mr. Bank* for processing and payment. Bank Forms with no errors or spelling mistakes are paid. The amount paid depends of the difficulty of the challenge. Bank Forms with errors are cancelled and are not paid.

Bills

At the end of each round of challenges all team must pay for food and rent and then other typical expenses which can include phone, internet, fuel, rego, parking, clothes, going out, insurance, electricity and tax. These bills represent the predictable and unforeseen expenses in life.



What is the name of this country?

Facilitation

- Introduction including simulation challenge (30min)
- Issue equipment and bank familiarization (10min)
- Challenges – 3 to 4 rounds (80min)
- Every challenge consists of 15 minutes of challenge time and 5 minutes of rest time before the next challenge starts.
- Morning / Afternoon tea
- Challenges 3 to 4 rounds (80min)
- Debrief (30min)



Mr Time and Mr Bank – Will you get paid?



Ahhh! Bills again!



Challenge No.7 - Trapped

The Challenges

Challenges		Skills	Description
1	Out of the box	Abstract thinking	Cryptic treasure hunt.
2	Puzzled	Spatial thinking	Giant Tangram puzzles requiring reproduction of shapes.
3	Water run	Physics	Raising floats in tubes with water.
4	Switched On	Physics	Completion of a 12V, electrical obstacle course.
5	Wind Tunnel	Logic	Raising ping-pong balls in tubes with the use of wind and other means.
6	Simon Says	Communication	Giant code pad, tests interpersonal and communication skills.
7	Trapped	Dexterity / Team Work	Removing a trapped tube in a cage through a 3D obstacle course.
8	On course	Orientation	Compass orienteering, testing interpretive and spatial skills.
9	Phone Fury	Listening / Detailed	Paying a phone bill via a recorded message.
10	Gibberish	Listening / linguistic	Identifying 4 from 8 different Asian languages.
11	Music to my ears	Listening	Identification of music genres.
12	What's that smell?	Smell	Identifying various smells in tubes.
13	Focused Fingers	Touch	Blindly identifying engraved words and numbers.
14	It's in the Tree	Dexterity	Throwing plastic rings onto hooks in trees.
15	Weighty Wheels	Physics	Identifying car tyres and weighing them with water.
16	Photographic Memory	Orientation / Visual	Orienteering via the use of photos.
17	Enviro Detective	Orientation / Environmental	Orienteering via the use of plant species.
18	Scientific Taste	Taste	Tasting dilution samples and identifying ingredient ratios.
19	Feeling 3D	Touch	Blindly touching and identifying 3 dimensional objects.
20	Liquid Colour	Sight	Mixing food dye together to match the colour of samples.

Please visit our website to view Hosanna's Amazing Race clip.