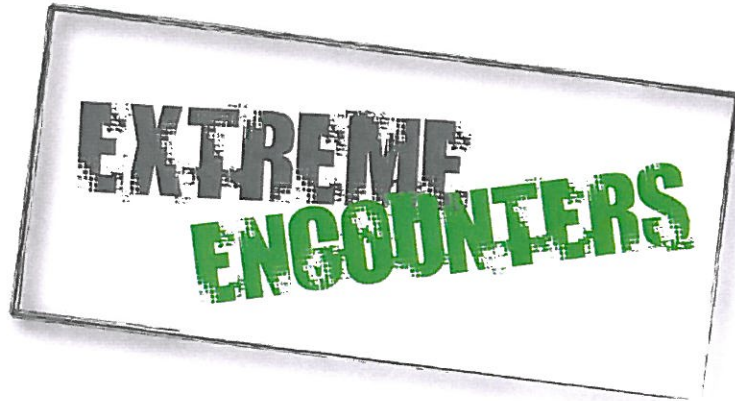


# CMS presents



## Impacting youth for God's glory

A targeted youth event for local churches, aimed at promoting God's Mission

### **Our Mission Statement**

*To educate, encourage and enable youth throughout Adelaide to take up their part in God's Global Mission today. To challenge and inspire youth to plan to spend their lives partnering God in His mission by challenging them in a fun and stimulating way to consider what serving cross culturally might look like for them. We want to see youth committed to praying, caring, giving, learning and GOING!*

### **Our Aims**

- To educate youth about God's work in the world
- To promote mission in local churches
- To tell of God's love for humanity in all the world

### **How**

*This manual should equip youth leaders to enable their group to explore what God's doing around the world, face their fears and ask themselves the big questions about why they're here and how they can live life for God. Through a fun, slightly crazy series of challenges youth compete, generally in teams. The night takes about 2 -2 ½ hours, can focus on the country of your church's link missionary and includes a 15 minute Bible based debrief and awards ceremony.*

### **Key themes and ideas to explore:**

- There is excitement in the adventure
- Mission is fun, but it requires effort and thought
- Learning culture and how to bridge it is a major part of the process (eg language)

### **CMS focus Countries:**

- TANZANIA
- CHILE
- ETHIOPIA
- GERMANY
- MIDDLE EAST
- JAPAN
- CAMBODIA
- CHINA



# Event Set Up

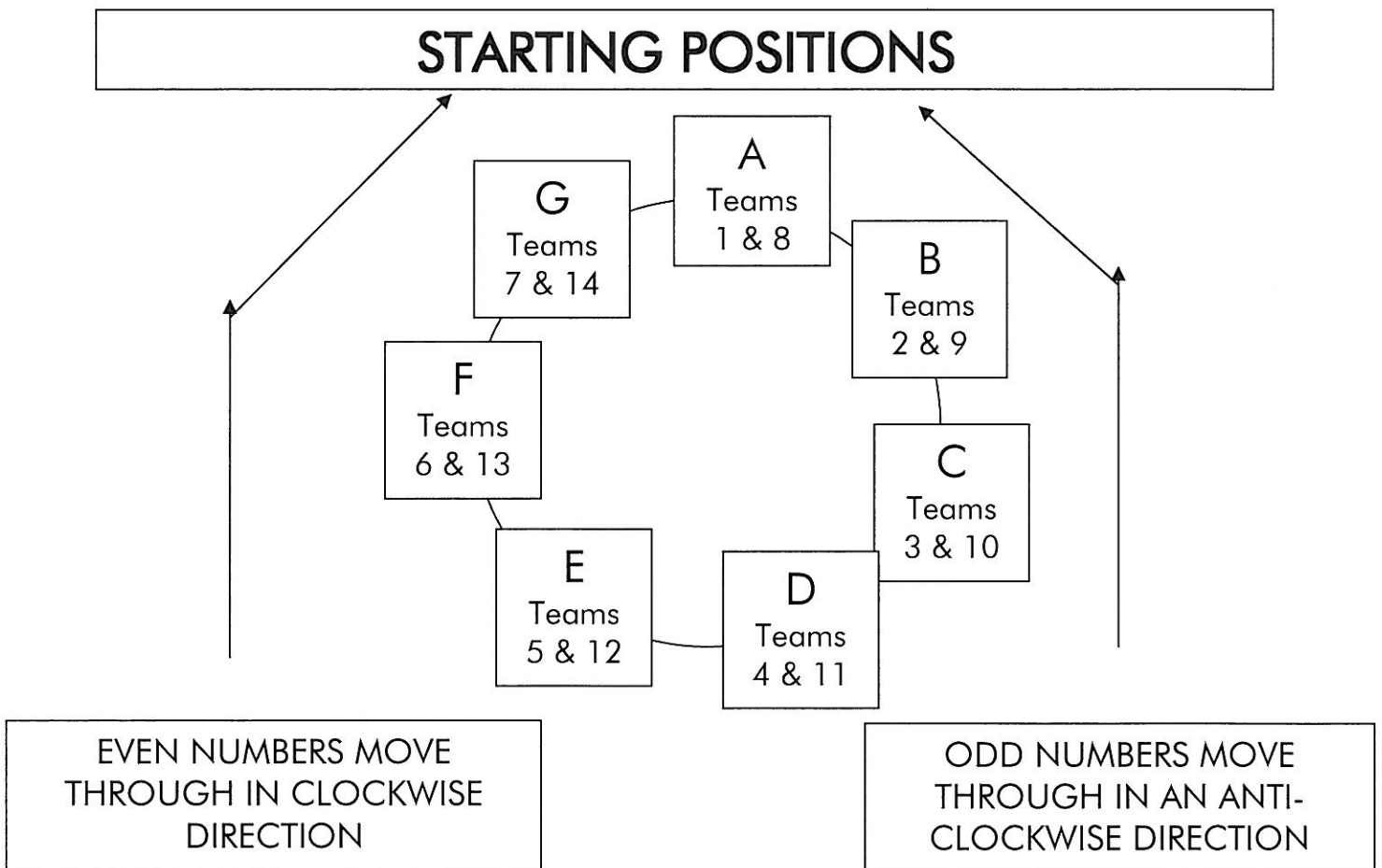
If a large group, divide into 14 teams of 3-6 people

- Number each team 1-14
- Give out coloured ribbons for team members to tie around wrist.

*\*If a smaller group, see instructions on next page.*

## 7 challenge stations A-G

- Each station has 1 instructor allocated to it (except water challenge which requires 2 leaders)
- Two groups compete at each station each round.
- Even numbered teams progress through stations in a clockwise direction
- Odd numbered teams progress through stations in an anti-clockwise direction
- Each challenge round has a set time of 12mins, indicated by a hooter, which includes 3mins challenge brief, 6mins to complete the challenge and 3mins of allocated team movement time to get to next station instructor scoring time.



# Smaller group instructions

## Divide group into 4 teams of 3-5 people

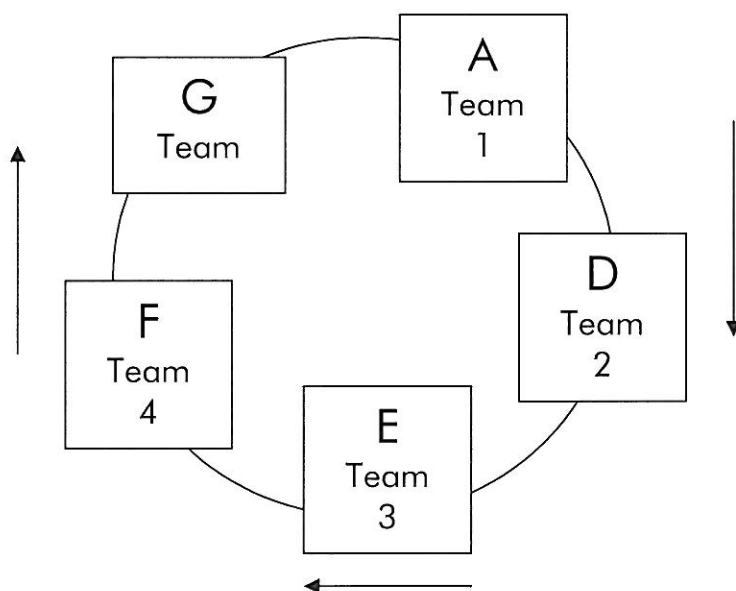
- Number each team 1-4
- Give out coloured ribbons for team members to tie around wrist.

When running this event with less teams/people, it is easier to run challenges B & C at the end of the evening as the final two challenges in which teams compete against each other. The other challenges A, D – G, can be run successfully without 2 teams competing, but as individual challenges.

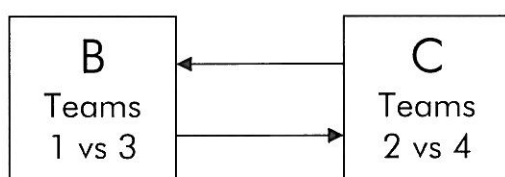
## Set up for challenge stations A-G

- Each station has 1 instructor allocated to it (except water challenge which requires 2 leaders)
- Each team progresses in alphabetical order through the challenges, however in this instance skipping B & C, which are played at the conclusion of the other 5 challenges.

### STARTING POSITIONS



### for final 2 challenges: Odds vs Odds, Even vs Even



# Event Timing

- Event Introduction and group rev up – 5 mins
- Organise people into teams and send off to stations – 5-10 mins
- Challenges:  $7 \times 12 \text{ mins} = 84 \text{ mins}$  (+6 mins excess) = 90 mins  
*Each individual challenge is allocated 6mins, with a 3min allowance for challenge briefing and 3mins given for team changeover time.*
- Final discussion/wrap up talk: 5–10 mins  
*This will allow time for final scores to be calculated and winning team to be finalised.*
- Scores announced & prizes given for winning team – 5 mins

**TOTAL ESTIMATED TIME: 2 hours**

# Personnel Required

- One person to intro & outro the activity (This may be the CMS representative)  
*Give an overview of how the night will run, hint at the culture exposure challenges ahead, organize campers into teams and rev people up.*
- 8 people required to instruct at each station point, and keep tally of teams scores using provided scoring sheets (2 leaders required at water transportation)  
*See Individual challenge instruction for more information*
- One person to be on time control,  
*This person needs to sound horn at beginning of each challenge time, at the end of the allocated 6 minutes, notifying teams to move on to their next station.*  
A double Hooter blown at station transfer/end of time (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team) Single Hooter blown at start time of new task.
- Any extra helpers to float around to help point teams in right direction, and to take photos along the way.
- One person to tally score sheets at end of activity whilst talk is given



# Challenge Stations Space Requirements

<i>Challenge Station</i>	<i>Space Required</i>	<i>Materials Required</i>
<b>A</b> Chopsticks Challenge	Small size area/room	Table, 2 chairs, 2 bowls
<b>B</b> Water Challenge	Outdoors (15-20m)	2 tables
<b>C</b> Soccer challenge	Large size indoor area	Clear room of obstacles
<b>D</b> Dress up challenge	Outdoor/washable area	2 small tables or chairs
<b>E</b> Greetings challenge	Small size Indoor area	2 tables
<b>F</b> Language challenge	Med size Indoor area	2 tables, 10 chairs
<b>G</b> Origami challenge	Small size Indoor area	2 tables, 10 chairs

- Also required is a main meeting space where everyone gathers for introductions and instructions at the beginning and for discussion, a short talk and prize giving at the conclusion of the event.
- Once Challenge Locations have been identified and leaders for each station selected, brief leaders on where to direct teams to go from their station so to help with traffic flow during event.
- Each station leader needs to stick up their station sign at chosen location, pick up a timer, a feedback form, and take challenge station materials if not already set up. At the conclusion of the event

# Extreme Encounters Kit Resources Supplied

<i>Challenge Station</i>	<i>Materials supplied</i>	<input checked="" type="checkbox"/>
<i>A Chopsticks Challenge</i>	1 set of Chopsticks per team	<input type="checkbox"/>
	1 snap-lock bag per team of M&Ms	<input type="checkbox"/>
	Stopwatch	<input type="checkbox"/>
<i>B Water Challenge</i>	2 garbage bins	<input type="checkbox"/>
	2 water carrying buckets with lids	<input type="checkbox"/>
	2 water wells (70L plastic containers)	<input type="checkbox"/>
	2 baby dolls	<input type="checkbox"/>
	2 material strips (for carrying dolls)	<input type="checkbox"/>
	Towels for wiping out containers	<input type="checkbox"/>
	Plastic bags	<input type="checkbox"/>
<i>C Soccer challenge</i>	1 small indoor soccer ball	<input type="checkbox"/>
	4 marking cones for goal posts	<input type="checkbox"/>
<i>D Dress up challenge</i>	Stopwatch/timer	<input type="checkbox"/>
	<u>Japanese Costume</u>	
	▪ Kimono & Wig	<input type="checkbox"/>
	▪ Chopsticks	<input type="checkbox"/>
	▪ Flour & Make up for face	<input type="checkbox"/>
	▪ Photo images for guide	<input type="checkbox"/>
	▪ Towel for placing over Kimono	<input type="checkbox"/>
	▪ Face Wipes	<input type="checkbox"/>
	<u>Indian Costume</u>	
	▪ Sari & Wlg	<input type="checkbox"/>
	▪ Red dots & Make up for face	<input type="checkbox"/>
	▪ Photo images for guide	<input type="checkbox"/>
	▪ Towel for placing over Sari	<input type="checkbox"/>
	▪ Face Wipes	<input type="checkbox"/>
<i>E Greetings challenge</i>	4x packs of jumbled cards	<input type="checkbox"/>
	Answer sheet	<input type="checkbox"/>
<i>F Language challenge</i>	Black textas 1 per team member	<input type="checkbox"/>
	2x Laminated sets of Chinese Characters	<input type="checkbox"/>
	Paper	<input type="checkbox"/>
	Final answer sheet	<input type="checkbox"/>
<i>G Origami challenge</i>	Instructions for making paper cranes	<input type="checkbox"/>
	Instructions for making paper boxes	<input type="checkbox"/>
	Origami paper squares	<input type="checkbox"/>
<i>General bits &amp; pieces</i>	Extreme Encounters Manual	<input type="checkbox"/>
	Challenge Station Clipboards	<input type="checkbox"/>
	Challenge Score sheets	<input type="checkbox"/>
	Overall Score sheet	<input type="checkbox"/>
	Prizes:	
	1x packet of Freddos, Jaffas, M&M's, Jubes	<input type="checkbox"/>
	1x box of Favourites, & Medals	<input type="checkbox"/>
	Stopwatches x3	<input type="checkbox"/>
	Air Hooter	<input type="checkbox"/>
	Ribbons Packs 1 per team	<input type="checkbox"/>



# Station A

China/Japan

*Chopsticks Challenge*

*Eating customs*

# Materials

## Supplied

- 2x Chinese take-away boxes (1 per team)
- 5x set of chopsticks (1 per team member)
- 14x snaplock bags of M&M's (1 bag per team, 20M&M's/kid)

## Needed

- 2x Dessert Bowls (1 per team)
- 1x Table, 2x Chairs
- A stopwatch

# Challenge Aim

Using chopsticks and one hand only, each team member is required to transfer M&M's, one M&M at a time, from the team bowl filled with M&M's, into the take-away containers.

**The winning team is the one with the highest number of M&M's in their take-away containers at the conclusion of the time period.**

\* In the event of extreme hot weather – M&M's may be replaced with ice.

NB

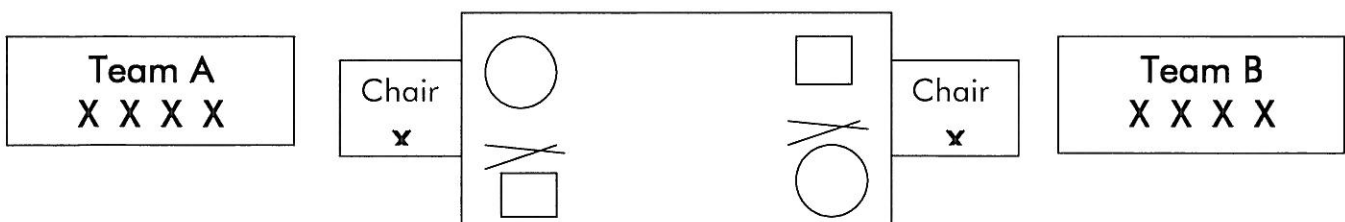
Once team totals have been counted, each team may divide up their spoils and consume!

# Set Up Procedure

In the designated area, set up one table with 2 seats at opposite ends.

On each end of the table should be placed:

- 1 bowl filled 1 snap lock packets worth of M&Ms
- 1 empty take-away container (or another bowl)
- 1 set of chopsticks



# Challenge Instructions

1. Have teams line up, one behind the other, at opposite ends of the table.
2. The person at the front of the line sits down on the chair, with hands on head.
3. When the time starts, each team member gets 30 seconds to transfer as many M&M's as they can from the bowl in front of them into their teams take-away box.  
Challengers may only use one hand to do this, and may only use the chopsticks to move the M&M's, one M&M at a time.
4. At the end of each 30 second period, (called out by the challenge instructor) team members must rotate and the person next in-line take the chair and repeats process.

***NB If teams are of unequal numbers, one or two people may need to have a turn twice.***



# Scoring Sheet

## Chopsticks Challenge

Each child has turns of 30 secs each to transfer as many M&M's/ice cubes from the bowl to the container as they can. Time-limit 6mins.

If by the end the team have:

- Transferred all items: 10pts
- Less than 10 left: 8pts
- 10-20 left: 6pts
- More than 20 left: 4pts

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station B – **Water Transport**

Located: \_\_\_\_\_

**ODD** numbered teams sent to Challenge Station G – **Origami fold-off**

Located: \_\_\_\_\_

### Reminder:

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**



# STATION B

## Ethiopia/Tanzania

*Water Transportation challenge*



# Materials

## Supplied

- 2x small buckets with lids (1 per team)
- 2x dolls (1 per team)
- 2x strips of material for carrying babies (1 per team)
- 2x 70L clear containers – each teams "**village well**"

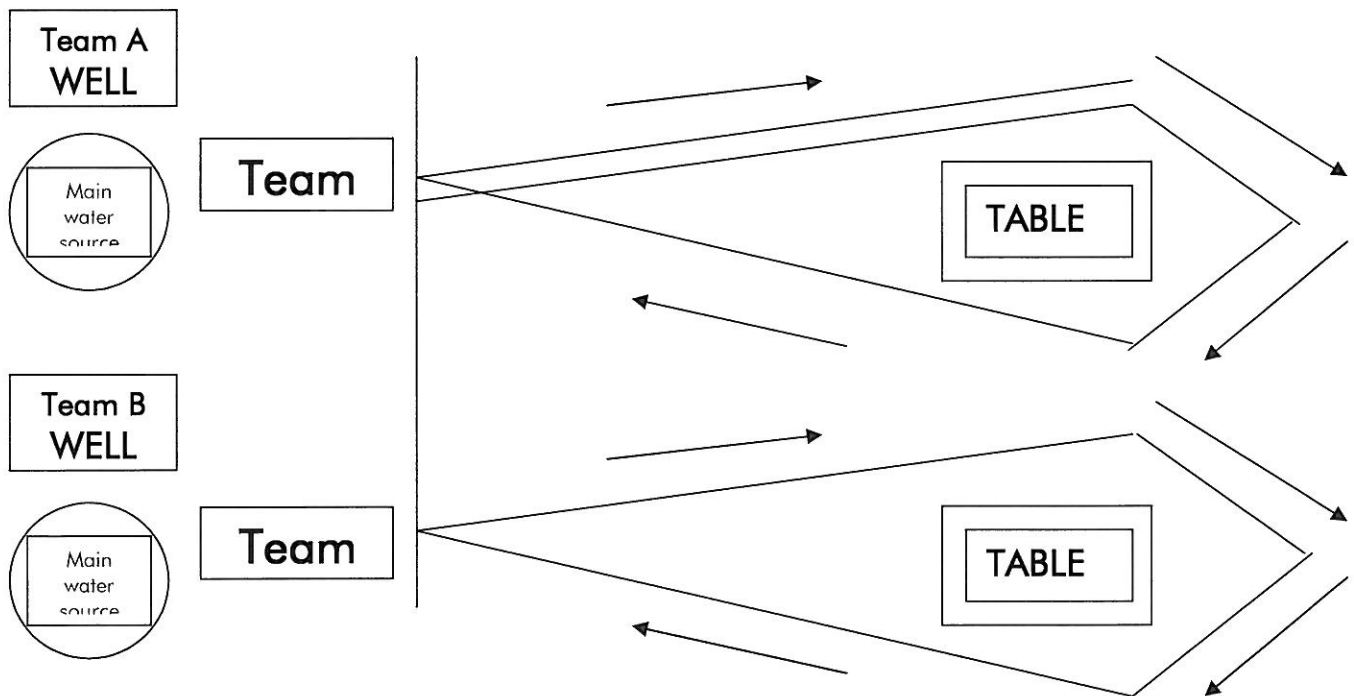
## Needed

- 2x large garbage bins – "**main water source**" filled with water
- 2x tables
- 2x leaders

# Set up Procedure

1. Label the bin and containers with appropriate labels (provided)
2. Fill the 2 **main water source** bins for each team to draw from.
3. Set up team wells as per diagram below, with a clear starting line, two tables that each team must transport their water around, and the main water source (bin).  
\*\*Distance of 10-15m required between team well and table.

# Set up Diagram



# Challenge Aim

One at a time, team members are to complete a set course from the start line, around the table and back, whilst carrying a baby in a sling and a bucket of water on their heads. The bucket may be supported by one or two hands.

At the beginning of each team member's turn, the water bucket is to be filled up from the **main water source** and then, having completed the set course, its contents are to be poured out into their team's village **well**.

# Challenge Procedure

1. Before the challenge begins, each team must be seated behind the start line in the order in which they will complete the course. Until the time is up, contestants keep rotating through the course, in this order.
2. When time starts, the first contestant from each team must:
  - a. fill their assigned bucket from the main water source and put lid on!
  - b. put on the provided sling and place the baby in it, so that it can be carried without needing hands
  - c. put the bucket on top of their heads
  - d. proceed around the table and back to the starting line
  - e. pour out the water from the bucket into their team well
  - f. remove the baby and sling
  - g. handover the empty bucket, baby and sling to the next team member who goes on to repeat the same process

**The team that collects the most water for their village well in the 7 minute time-limit, wins the challenge.**

TEAM A  
VILLAGE  
WELL

TEAM B  
VILLAGE  
WELL



# MAIN WATER SOURCE

# Scoring Sheet

## Water Transportation Challenge

Each child has to go through the obstacle course balancing a bucket of water on their head whilst carrying a baby in a sling. Time-limit 6mins.

If by the end the team have:

- Completely filled water source: 10pts
- 2/3<sup>rd</sup> filled water source: 8pts
- More than 1/2 filled water source: 6pts
- 

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station C – **Soccer Challenge**

Located: \_\_\_\_\_

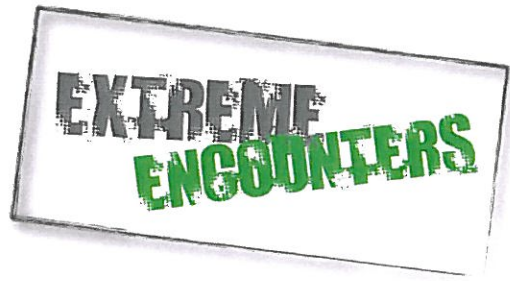
**ODD** numbered teams sent to Challenge Station A – **Chopsticks Challenge**

Located: \_\_\_\_\_

### Reminder:

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**



# STATION C

## Ethiopia

*Soccer Challenge  
Culture of Recreation*

# Materials

## Supplied

- 1x small indoor soccer ball, (? made out of plastic bags ?)
- 4x small marking cones for goal posts

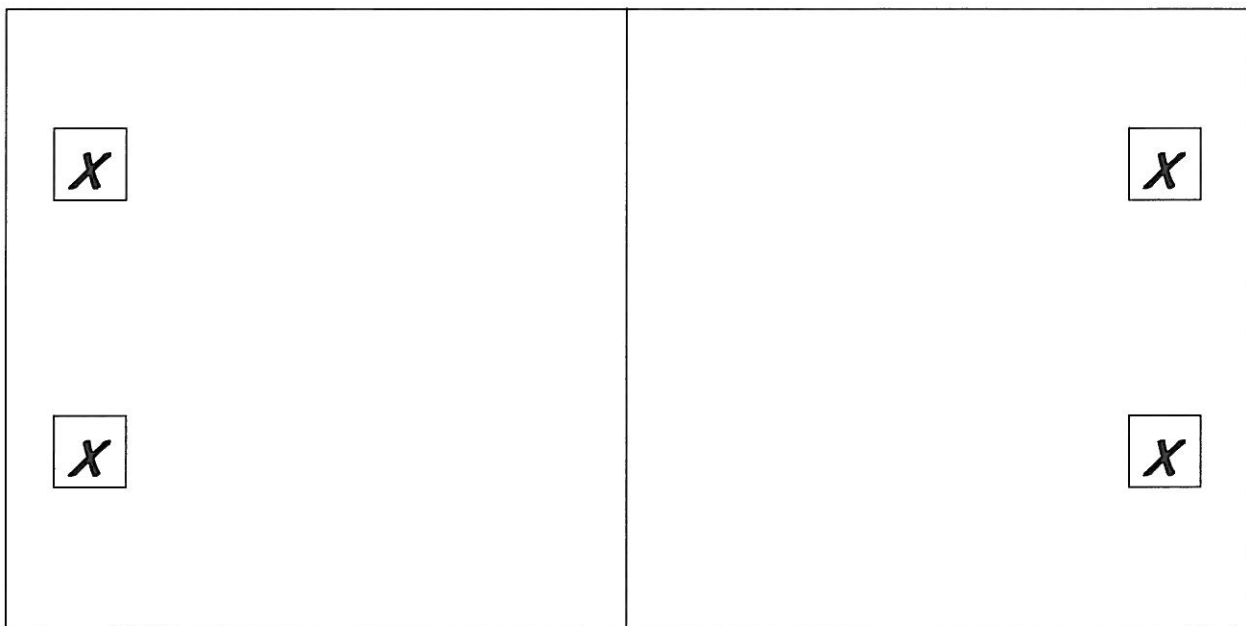
## Needed

- 1 large-ish room/area

# Set up Procedure

1. Set up room with two goals using cones (X) at opposite ends
2. Make sure area is clear of obstacles.

# Set up Diagram



# Challenge Aim

One of the favourite recreational games for Tanzanians, Ethiopians and Chileans, is soccer! In Africa, this is often played on run down fields, or cleared areas of rubble. In the more remote places, the children collect and use old plastic shopping bags and string to make their own soccer balls.

This challenge aim is pretty straight forward: score the most goals to win!

# Challenge Procedure

1. Designate which way each team is going.
2. Play two halves (approx 4mins each)
3. Change ends at half-time
4. Keep track of the goals scored.

**The team that scores the most goals, wins the challenge!**

# Scoring Sheet

## Soccer Challenge

Teams play each other continuously and score goals for points.  
Time-limit 6mins.

Teams earn:

- 2pts per goal scored
- 2pts extra for being winning team
- 1pt extra to each team if a draw

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station D –

**Traditional Dressing** Located: \_\_\_\_\_

**ODD** numbered teams sent to Challenge Station B –

**Water Transportation** Located: \_\_\_\_\_

### Reminder:

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**

### \*NB\*

In event of running Extreme Encounters with smaller overall group numbers, you may opt to create a soccer tournament and run this as the final challenge of the night where all teams are together and involved. Eg If just 3 groups:

Team A vs B (Team C on bench)

Team C vs A (Team B on bench)

Team B vs C (Team A on bench)





# Station D

Japan/India

*Traditional dress(up)*



# Japanese Traditional Dress



# Indian Traditional Dress

# Materials

## Supplied

- **Japanese Costume**
  - Kimono
  - Wig with bun and chopsticks
  - Flour and make-up for face
  - Photo images for guide
- **Indian Costume**
  - Sari
  - Wig
  - Red dots for face
  - Photo images for guide

## Needed

- Stopwatch/timer for dressing
- 2 tables for costume set up
- Camera for capturing record of the final product
- 2 areas where teams can “work on” dressing their model
- Wash basin and flannel/cloth to wipe face

## Set up Procedure

1. Have two table stations set up with the parts of each costume ready to go, including photo guide sheets, wigs, & make up.
2. If it is possible to use two rooms where dressing of model preparation can occur separately, make use of this, to heighten suspense and wow factor of revealing each subject.

## Challenge Aim

In this challenge station, each team nominates one member who will be the model for the traditional dress selected for them. They then have 5 minutes to dress and make up each model for showing. Teams will each be judged and marked for their efforts and awarded points for the quality of their final product.

## Challenge Procedure

1. Instructor to explain task and have teams nominate a member to model.
2. Allocate a team to each change area
3. Each team is given 4mins to dress their chosen team member model in the costume provided, with make-up and wig
4. At conclusion of time, each team presents their model for showing and allows them to do a catwalk and have a photo taken
5. Allow 2mins for each model to get undressed.

**\*NB\*** Please ask teams to put provided towel over the costumes when applying make-up in order to preserve costume life & avoid stains



# Scoring Sheet

## *National Dress(up) Challenge*

Each team must select one team member and dress as per instructions.  
Time-limit: 4mins for dressing, 1 min for modeling/photos, 2mins for undressing

Teams earn:

- Score out of 3 for costume.
- Score out of 3 for hair.
- Score out of 3 for make-up
- 1 point extra if overall modelled look is convincing!

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station E – **Greetings challenge**

Located: \_\_\_\_\_

**ODD** numbered teams sent to Challenge Station C – **Soccer challenge**

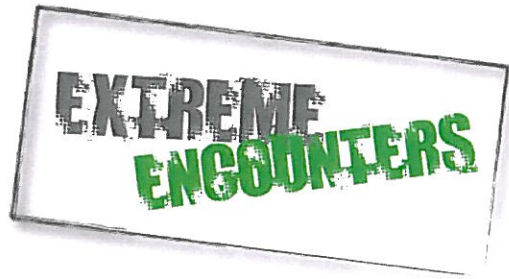
Located: \_\_\_\_\_

**Reminder:**

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**





# Station E

*"GREETINGS"*

# Materials

## Supplied

- 4x packs of jumbled cards (2x pack A & 2x pack B)  
\*\*If dealing with a large group size, each group gets Pack A & Pack B to sort out, so to involve all members. If smallish group size, just give out one jumbled pack. Either A or B. However, remember that for fairness of points, you must be consistent with all groups in a session.
- Answer sheet

## Needed

- 2 tables or enough space for 2 groups to sort out cards independently

# Set up Procedure

1. 2x tables with one or two packs (depending on group sizes) of jumbled cards in bags on each table.

# Challenge Aim

At this station, teams are required to work together to correctly place the jumbled cards into their correct categories and places. The first team to finish with their cards correctly sorted wins the challenge.

# Challenge Procedure

1. Have teams gather around the tables.
2. Explain task
3. Give signal for teams to start on instructors "go"
4. Challenge stops after 4 mins.
5. Use final 2 mins to check, score and then correct answers and for teams to practice the various greeting methods.

# Scoring Sheet

## Greetings Challenge

Each team must do their best to correctly line up country/flag/greeting and traditional greeting gesture from their pile of cards.

Time-limit: 4mins, with 2mins for checking/scoring.

Teams earn:

- 1 pt for each correct placement (including the country).

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station F – **Written Language**

Located: \_\_\_\_\_

**ODD** numbered teams sent to Challenge Station D – **Dress (up) challenge**

Located: \_\_\_\_\_

### Reminder:

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**

Country

“hello”

Greeting  
gesture

Flag

China

ni hao

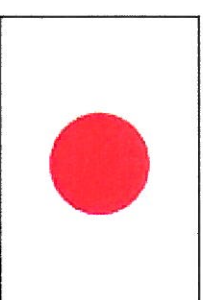
A nod or slight bow  
from shoulders



Japan

Konnichiwa

Bow from waist







Germany

Hallo

Kiss on cheek:  
Left Right Left



Ethiopia	Salaam	Side hug touching right shoulders	
Cambodia	Sua s'day	Bow combined with bringing of hands together in a manner of prayer	
Chile	Hola	Handshake, hug and kiss to right cheek if you're a woman or family	
Tanzania	Habari	Smile and nod of the head	

Country

“hello”

Greeting  
gesture

Flag

India

Namasté

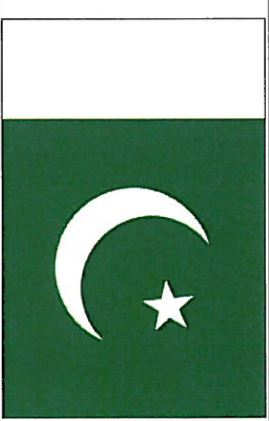
**Handshake:**  
Man to man, Woman  
to woman



Pakistan

Salaam  
aleekum

**Hug &  
Handshake**




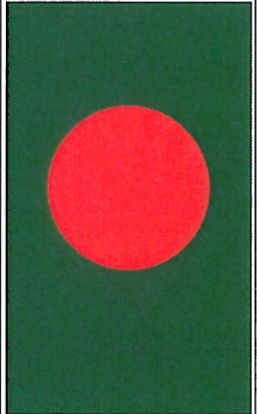

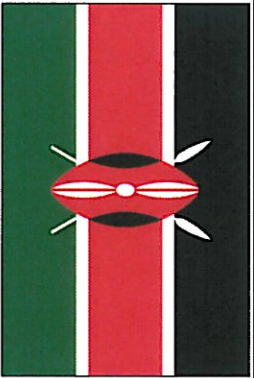
Nepal

Namaskaar

Palms together,  
slight head bow





<p>Papua New Guinea</p>	<p>Gude gude</p>	<p>Grasping of waist</p>	
<p>Bangladesh</p>	<p>Asalamu alaikum</p>	<p>Limp Handshake (man to man)</p>	
<p>Afghanistan</p>	<p>Chotor asty</p>	<p>Hand on heart &amp; nod</p>	
<p>Kenya</p>	<p>Salama</p>	<p>Grasp right wrist with left hand when shaking hands</p>	



# Station F

China

*Written Language*

耶穌基督



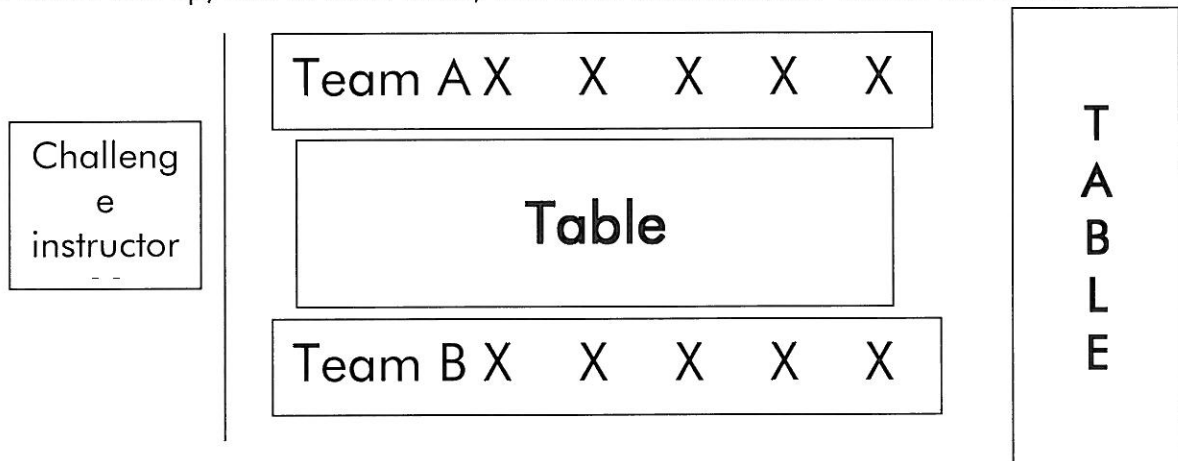
# Materials

## Supplied

- 2x packs of laminated Chinese characters (numbered on back 1-4)
- 10 black textas (1 per team member)
- Paper
- 2 tables

# Set up Procedure

Have teams line up, next to each other, with each team member behind the other.



# Challenge Aim

The Chinese Language is a complicated pictorial language to learn. In this challenge, the first member of each team is shown a character (in number order as per back of laminated characters), allowed to study it for 20 seconds, and then must draw what they remember of this character on a new piece of paper with the original taken away. When this is complete, they then show this to the next person in line, and the process is repeated. The last person must write their character on the team sheet provided. Once this is complete the 2<sup>nd</sup> character is shown to the person in front and the process starts again. There are four characters to get through.

# Challenge Procedure

1. Have teams set up as per diagram
2. Explain challenge task
3. Have everyone, except the person at the front of each team line, turn and face the other way.
4. Show the 1<sup>st</sup> character for studying
5. Show 2<sup>nd</sup> once the written character has been "passed along the line"
6. Repeat process with 3<sup>rd</sup> and 4<sup>th</sup> characters
7. At conclusion, show them the originals once more and explain they have just written or attempted to write "God is love" in Chinese.

# Scoring Sheet

## Written Language Challenge (\*NB This is a hard challenge)

Team member #1 is shown the original character (whilst other team members have back to station). The original character is then hidden and team member #2 joins #1 at the table. #1 then writes/draws what they remember of the character for #2. #2 memorises it, then that drawing is taken away. #3 then joins #2 at the table and #2 draws what they remember for #3 and so on through the team. The final team member copies out the final character, as passed along by each team member, on the set boxes – to be scored for accuracy. Team members can go as slowly or quickly as they like within the 6 min time limit.

**Teams earn:**

- 1pt per correct line
- 6pts bonus points if character is recognizable from the original

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station G – **Origami Challenge**

Located: \_\_\_\_\_

**ODD** numbered teams sent to Challenge Station E – **Greetings Challenge**

Located: \_\_\_\_\_

**Reminder:**

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**

Chinese Characters for Jesus Christ

耶穌基督

Chinese Characters for God

神

**Team A**

--	--	--	--

**Team B**

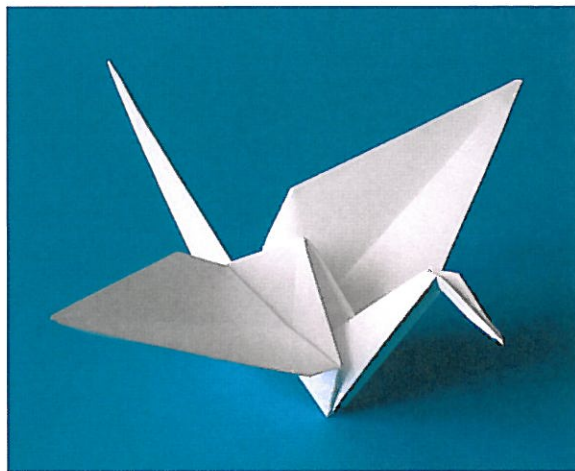
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# Station G

## Japan

### *Origami "Fold Off"*



# Materials

## Supplied

- Instructions for making paper cranes/boxes
- Origami Paper Squares
- 2 tables (1 per team) and chairs to go around

## Set up Procedure

- Set up two tables with enough chairs for each team around them
- On each table place a pile of origami paper squares and enough instruction sheets to go around (1 per person)
- If time – make a paper crane and box for each table as an example

## Challenge Aim

Make as many paper cranes or origami boxes as you can in the time given. (6 mins)

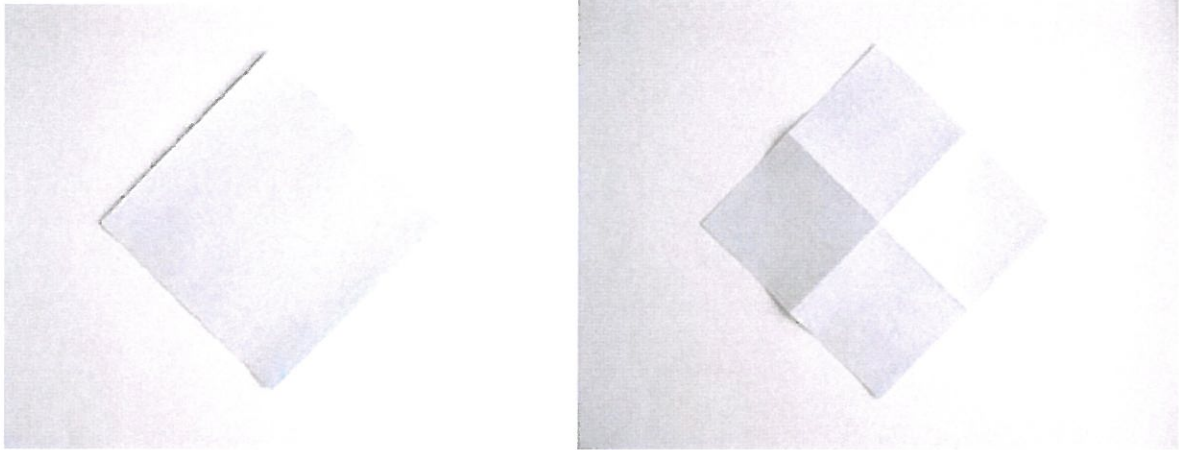
## Challenge Procedure

1. Seat teams at a table each.
2. Explain challenge aim and point out instruction guides on tables
3. All member set to work on instructors “go”!
4. Count cranes/boxes at time conclusion

## Origami Box

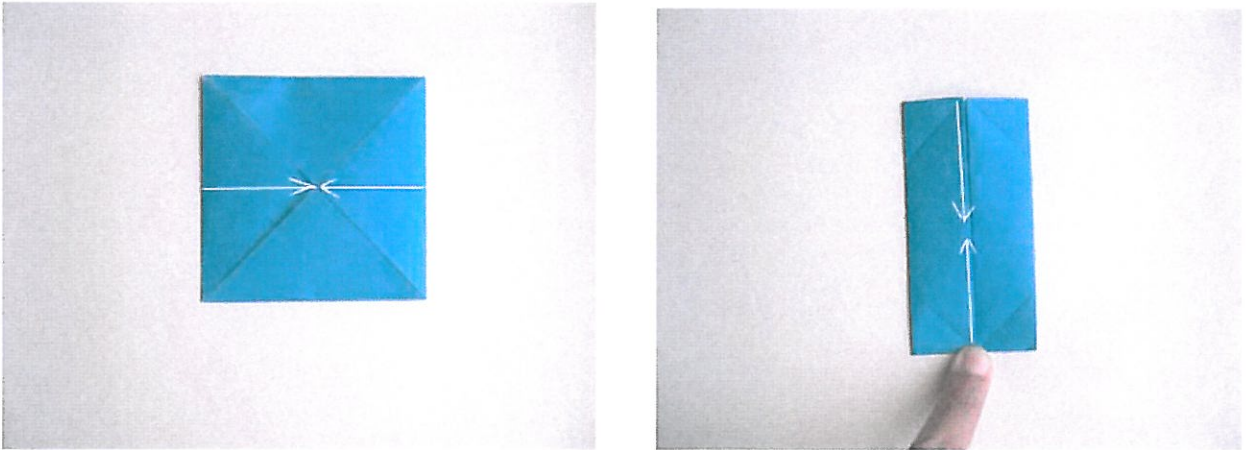
Start with a square 6" x 6" (15cm x 15cm) origami paper.

Flip the sheet so that the coloured side is face down. Now make two mountain folds as shown.

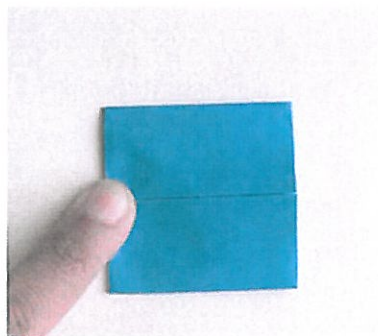


Using the mountain fold lines as guides, fold the four corners of the paper into its centre.

Then fold the right edge and the left edge into the centreline.



Now fold the top edge down and the bottom edge up, as shown below.



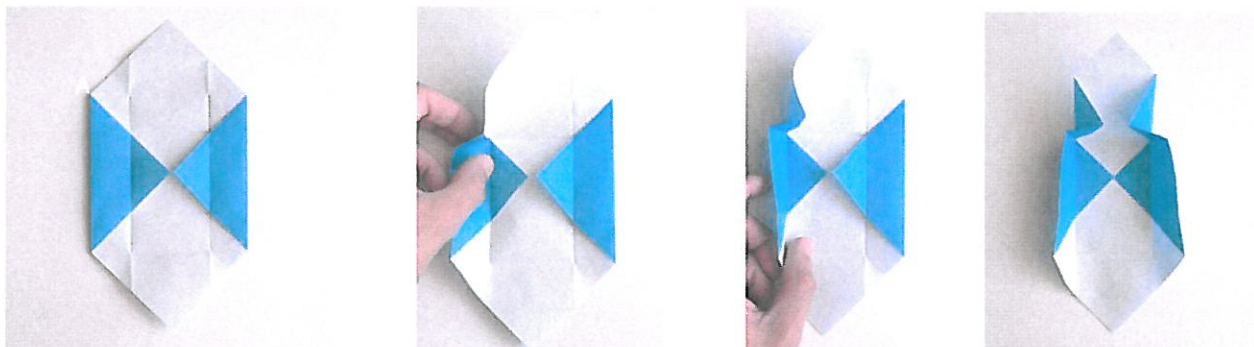
Then I'm going to ask you to undo the last two-and-a-half steps!

The unfolded paper should like the one below.

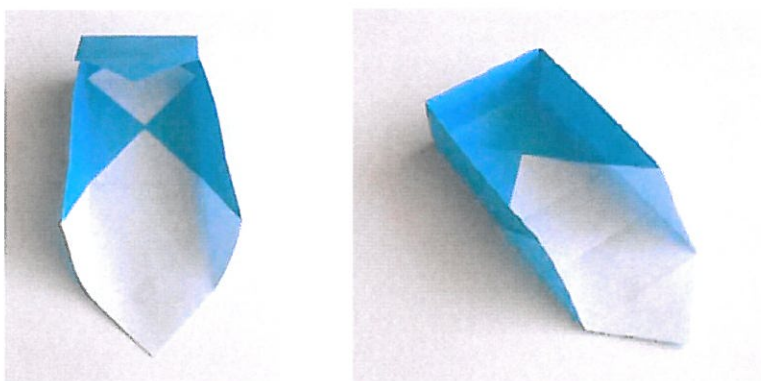
Now put your finger behind point A and do a reverse fold as shown as shown in the next 3 photos.

One side of the box will be formed as you do this.

Do the same for point B and the other side of the box.



Now tuck in the flap as shown to form the third side of the box.



Turn the box around and repeat the sequence of the last 5 photos. You now have an origami box!





# Scoring Sheet

## Origami Challenge

All team members have a time-limit of 6mins to make as many Origami boxes or cranes as possible.

Teams earn:

- 5pts per crane
- 3pts per box

Team	Score	Team	Score	Team	Score

**EVEN** numbered teams sent to Challenge Station A – **Chopsticks Challenge**

Located: \_\_\_\_\_

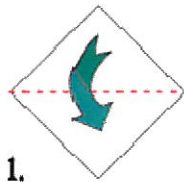
**ODD** numbered teams sent to Challenge Station F – **Written Language**

Located: \_\_\_\_\_

### Reminder:

**Double Hooter blown at station transfer/end of time** (time is provided for movement of teams, tallying scores and for station leader to give explanation of challenge task to newly arrived team)

**Single Hooter blown at start time of new task**



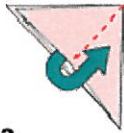
1.

Start with a standard 8 1/2 x 11 inch sheet of paper and then cut it into a square. Fold the square in half diagonally.



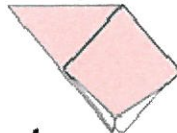
2.

Fold in half from right to left diagonally again.



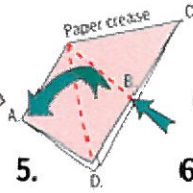
3.

Spread the pocket out from the inside and fold to make a small square.



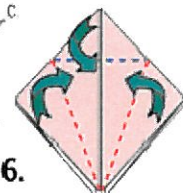
4.

Your paper should look like this. Now turn it over to start step five.



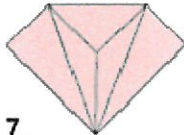
5.

Fold Point B onto Point A, while at the same time folding the paper crease inward so that Point C is touching Point D.



6.

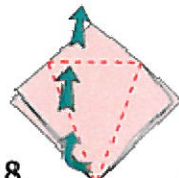
Here's the tricky part. Fold left and right corners toward the center line and then fold the top corner along the red valley line.



7.

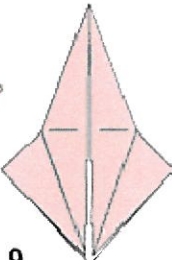
Note: The folds from step 6 are only to create a crease.

Your paper should look like this.



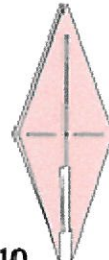
8.

Now, open the pocket by pulling the bottom corner up and fold inward along the crease. Some creases will become inverted.



9.

The figure should look like this. Be careful to score the edges and corners cleanly. Turn over and do the same (Steps 6, 7, 8).



10.

Fold in the lower flaps made in step 9. Now you have the base. You've come half way, and the rest is downhill.



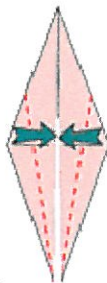
11.

Making sure you have the right side up, valley fold on the dotted lines using the top layer only.



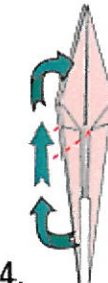
12.

The figure should look like this. Turn over.



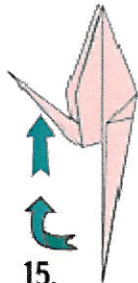
13.

Do the same as step 11. Getting hard? Don't give up. You're almost there!



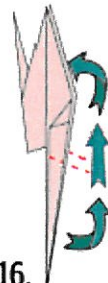
14.

Reverse fold at dotted lines to form the head.



15.

Slightly open the side and bring the head part up like this.



16.

Bring up at this point and press down. Do the same to form the tail on the other side.



17.

Reverse fold at dotted lines to form the beak. You can select the length of the beak.



18.

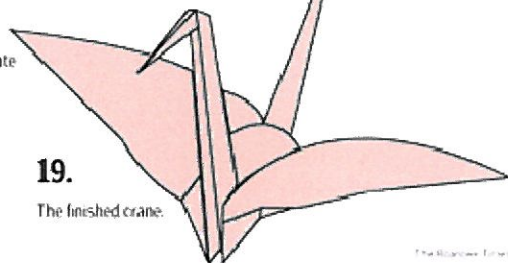
Bend the wings down and out into the proper position. You can bow in from the bottom.

## How to make an origami crane

Origami is the ancient Japanese art of paper folding. The goal of this art is to create a given result using geometric folds and crease patterns preferably without the use of gluing or cutting the paper medium.

Origami refers to all types of paper folding, even those of non-Asian origin.

Origami uses only a small number of different folds, but they can be combined in a variety of ways to make intricate designs. In general, these designs begin with a square sheet of paper whose sides may be different colors.



19.

The finished crane.