

Getting the Competition Started

As with trying anything new, students may feel overwhelmed, nervous, or even scared at the beginning of the competition. It is easy to reassure the students that they will have fun while learning something new along the way. Explain that the competition is just an extension of what they learn in the classroom. Tell them that this event is not a "free" day out of school, Team Quest is a chance to take what they already know and apply it to real world situations.

Often it is helpful to have a discussion about what makes a good team, allowing the children to think about and volunteer their definition of what makes a good team can help start the conversation. Students are especially apprehensive when they are placed on a team with someone they may not know, explain that the event is not only about learning new knowledge or practicing teamwork, but it is also a chance for them to make a new friend or get to know their classmates a little better.

During the first 30 minutes of the competition students will start to feel more at ease and start having fun.

A great way to start off the competition is to talk about the different types of games and the value they have in our lives.