Perfection

GROUP ACTIVITY

Introduction

This activity was inspired by the well-known game of Perfection, where different shaped pieces have to be place into a tray before the time is up. Students participating in this game will work within a team and learn to adapt to different circumstances in order to be successful.

Materials

- Perfection Game (1 game per group)

Instructions

- Divide students into groups of 4 or 5 +/- depending on group size.
- Give each group a Perfection game.
- Instruct students to remove the game pieces from the back of the game and divide them evenly or as close to evenly as possible among all group members.
- Students should set the timer on the game to one minute.
- To begin ROUND 1, students will switch the game timer from stop to start and attempt to fit all 25 shapes into the holes on the game board.
    - Once they finish the task, they should switch the game back to stop.
    - If they do not finish the task in the allocated time, the tray will pop up and the pieces will scatter.
    - After the first round, students may attempt to memorize the pattern and divide the pieces among themselves in a way that will make the game easier. To prevent this, have each group swap a few pieces between themselves. Explain to them that their approach shows goal setting and agility, however, for this activity, it is against the rules.
- For ROUND 2, students should set their time to 30 seconds and repeat the steps above.
- For ROUND 3, ask each group select two students who will repeat the above steps within a 30 seconds time frame. Only the two selected students may touch the pieces but the entire group may give verbal assistance.
- For ROUND 4, the remaining group members (the other 2 or 3 students) will complete the step above.
- If time allows, for ROUND 5, have each group select one member. That student will attempt to complete the game in one minute. He or she is the only student who may touch the pieces but the rest of the group may offer verbal assistance. Each group can identify one student as a timer/referee.

<u>Rounds</u>:

- Round 1: Entire group - 1 minute
- Round 2: Entire group - 30 seconds

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- Round 3: 2 group members - 30 seconds
- Round 4: Remaining 2 or 3 group members - 30 seconds
- Round 5: One group member - 1 minute

Discussion

- Did it get more difficult to complete the game as you had less time and less people?
- Which Essential Skills did you use?
- What strategies did you use?
- How did you utilize agility for this activity?
- How did you utilize teamwork for this activity?
- Did anyone emerge as a leader during this activity?
- Did you and your teammates show perseverance and keep trying when this activity became more challenging? Did anyone in your group give up easily?

Reflecting & Connecting

- As the time limit lowers and teams get smaller, more and more groups will fail to complete the activity in time. By the final round, likely only one group will be successful.
- This activity will require both agility and teamwork. Students will use agility when testing what shapes fit in the various holes and teamwork to divide the task among themselves and develop a strategy that will work for everyone. Just as agility and teamwork are both utilized in this activity, in real life, teamwork and agility are intertwined.
- If/when a team failed, did they want to give up completely? Failure is part of life. Perseverance allows us to overcome those challenges and turn them into something productive. Failure is only failure if you give up.

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