

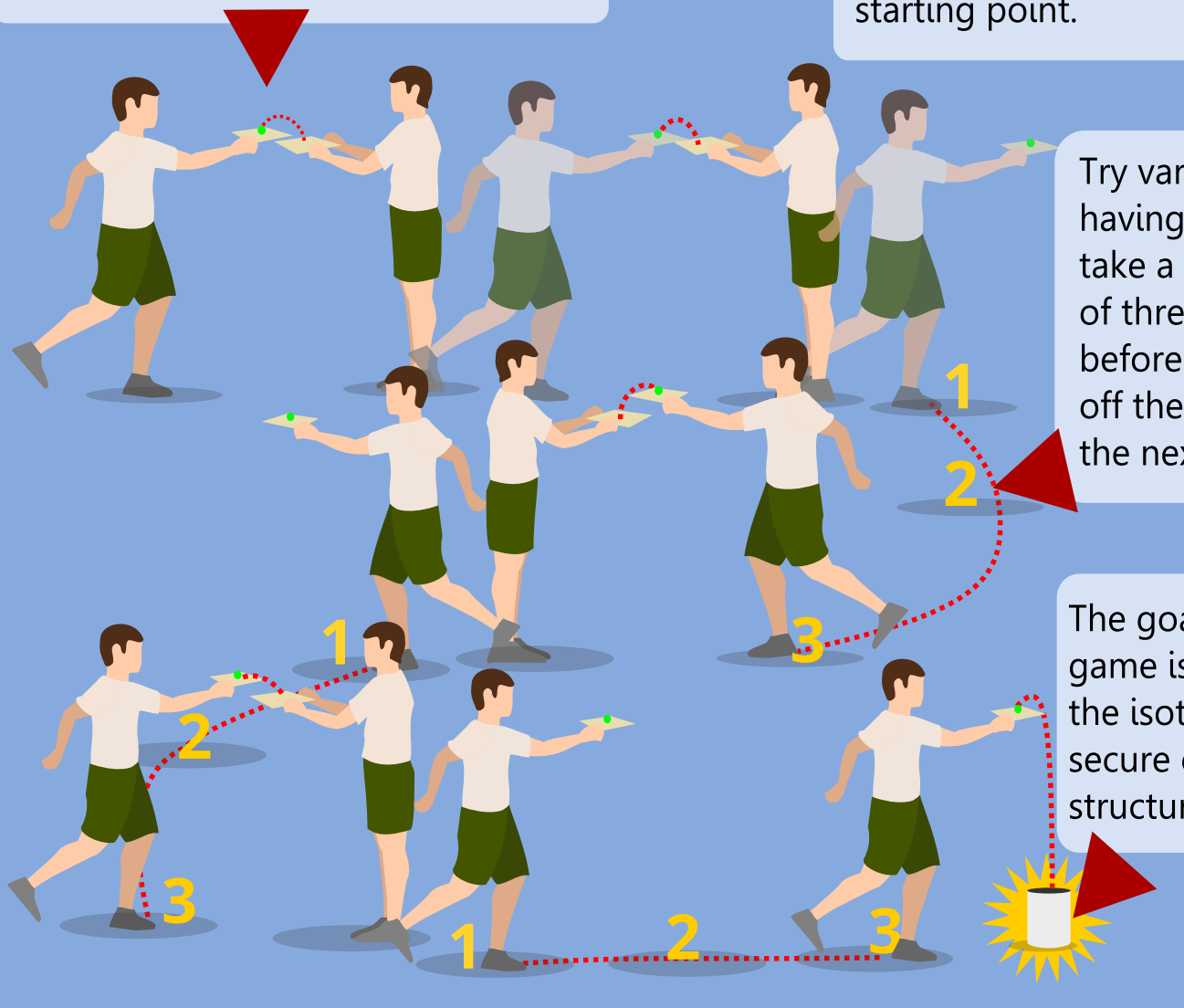
ISOTOPE GAME

Once the isotope is found it can only be moved using a square of cardboard, it must not be touched.

If a player drops the isotope it must be returned to the starting point.

Try variations like having players take a maximum of three steps before handing off the isotope to the next player.

The goal of the game is to move the isotope into a secure containment structure



SCENARIO

A highly radioactive isotope has been discovered and it must be contained before it contaminates the area!

Each participant has a square of cardboard from a cereal box. The isotope is a marble. The team must move the isotope into a 'containment structure' (a tin can) located some distance from the isotope.

GENERAL RULES

- The Isotope will only remain stable if it is on a square of cardboard, if it hits the ground it is returned to the starting point.
- The isotope must not be touched! It will kill anyone who touches it instantly and that person will no longer be able to help contain it.

VARIATIONS

- Give the group a specific time limit.
- Limit the number of steps each player can take - after that the radioactivity of the isotope saps all of their strength.
- Set up obstacles for the group to overcome in moving the isotope into the containment structure.
- Hide the isotope and/or the containment structure so the group has to find them before they begin. - Several groups can compete at the same time using different colored marbles and containment structures.

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