

Tallest Tower

PLAY

To encourage creativity, collaboration, and problem-solving by building the tallest tower possible with available materials.



Learning Intentions

I can work creatively to build something using available materials:

This encourages students to think creatively and use the resources around them to achieve a goal.

I can collaborate and problem-solve with my teammates:

This fosters teamwork and communication as students work together to achieve the task.

I can apply critical thinking to create a strong, stable structure:

This helps students consider balance, stability, and strategy when building a tower.



Success Criteria

Designing and Building as a Team:

Students can work with their team to design and build a tower, engaging in teamwork and decision-making to create their structure.

Thinking Creatively with Materials:

Students can think creatively about how to use materials to build a tall and sturdy tower, using innovative ideas to solve the challenge.

Collaborating and Communicating Effectively:

Students can collaborate and communicate effectively with their team, understanding the importance of working together and sharing ideas.



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Objective: To encourage creativity, collaboration, and problem-solving by building the tallest tower possible with available materials.

Players: Ideal for small groups (3-4 teams of 3-5 players each).

Materials:

- Books
- Shoes
- Tins
- Blocks
- Any unbreakable materials available (ensure safety)

Time Required: 5-10 minutes

Setup: Divide the students into teams (three groups of five, for example). Ensure that there's enough space for each team to build their tower. Provide the necessary materials (shoes, books, blocks, etc.) and make sure that all materials are unbreakable to prevent any accidents.

Activity:

1. **Divide into Teams:** Split the students into three teams, ensuring each team has a set of materials (shoes, books, tins, etc.).
2. **Start Building the Tower:** On 'go,' the teams start building their towers using the materials provided. Teams can also use other items in the room with permission, as long as they are unbreakable.
3. **Set a Time Limit:** Give the teams 10 minutes to build the tallest freestanding tower possible.
4. **Judge the Results:** Once the time is up, measure the height of each tower. The team that builds the tallest tower wins.



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Reflection Prompt:

- How did you decide which materials to use to build your tower?
- What challenges did you face while building your tower, and how did you solve them?
- How did you work with your team to ensure the tower was stable and tall?

Winning the Game: The team that builds the tallest freestanding tower in the time limit wins.

Additional Notes: Tallest Tower fosters teamwork, critical thinking, and creativity. It allows students to explore engineering concepts like balance and stability while encouraging collaboration. The game also promotes friendly competition in a fun and engaging way. Be sure to encourage students to communicate and share ideas as they build their towers.