

pedalo[®]
equipment for play, sport & therapy

ONLY TOGETHER WE CAN DO IT!

Team-Game-Box



Children
Adults
Teams
Companies

READ, WHAT THE EXPERTS HAVE TO SAY ABOUT pedalo®-TEAM-GAME-BOX

Alexander Butte (sports teacher)

Working with game ideas of the pedalo®-Team-Game-Box represents an important component in the development of social competence, cooperation and team ability. Everybody no matter whether - young, old, large, small - is able to try out these game ideas continuously. Think them further, suggest strategies, communicate and arrange with the other players and comply the rules, become acquainted and build up positive relationships.

These team-pedagogic play forms are essential for work with and in a group. In common play everybody has to take responsibility, the acquired joy in playing contributes to a positive atmosphere in learning. In case there are possible tensions, conflicts or motivation problems in the groups, the use of the pedalo®-Team-Game-Box is exactly suitable to argue with the given situation and to look for common solutions which are accepted by all teammates to carry out the practical tasks. The pedalo®-Team-Game-Box not only suited for schools, **movement or sports lessons**, for **remedial courses and stays in school country homes**, respectively school trips, but also for **leisure events** of every kind.

Using the Team-Game-Box in the adult **education, leadership and management courses**, proves to be consistently effective and successful.

Oliver Otto (sports teacher)

A group is not necessary a team. Sometimes there are trouble-makers who break free to focus their own ego, so it is hardly possible to form a functioning unity.

With the team game box you can exactly start here and counteract this effect. For me as sports teacher, aimed for "give children wings" the Team-Game-Box shows an excellent possibility to form a unity with a lot of fun and enthusiasm and to provide for "glittering eyes".

The extensive play instructions and the motivating equipment allows a huge variety of application possibilities and leave room for own creative ideas.



ROLLING BALL

Number of players: 2-16 players
Available equipment: 2 rollers with recess to hold the balls, ball depending on option, as much as splints, depending on variant: all ropes.



Rules

The two rollers (one of them with applied ball) are placed with a few meters distance to each other on the floor. How do the ball reach the other roller without changing the rollers position and without touching the ball with your hands?

Variants

The players are allowed to hold the splints...

- in both hands
- only with one hand
- only in pairs with one finger each
- only when sitting by resting the splints on the upper legs
- only by using the ropes (to this 2 ropes for each splint are put in the notches and are hold from 2 or optionally 4 players. Depending on whether the rope is held in long or short distance, the degree of difficulty is affected

Routing...

- over hurdles like chairs or tables
- through doors or in a circle

Transport of the ball ...

- the ball is forwarded in the splints. The players form a continuous chain to forward the ball to the goal. Only if the ball is given to the next teammate, the player may queue in the front.

This game is excellently suited for competitions. With a stopwatch the fastest team can be determined.



BALL CRANE

Number of players: 2-16 players

Available equipment: Gripper with ropes attached (half length = 2 players each rope), ball, 2 rollers with recess to hold the ball

Rules

The two rollers (one of them with applied ball) are placed within few meters distance to each other on the floor. How does the ball reach the other roller without changing the rollers position and without touching the ball and the rollers with your hands?

Variants

The players are allowed to hold the ropes...

- with both hands
- only with the right/left hand

Rope length

- half length of the rope for 2 players each rope
- whole length of the rope for 1 player each rope

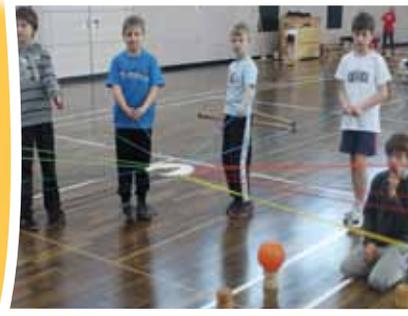
Routing...

- over hurdles like chairs or tables
- through doors

Transport of the ball ...

- in the air
- on the floor (roll the ball by using the gripper on the floor – e.g. slalom or through an obstacle course)

With closed eyes. There is only one teammate with opened eyes who guides the other blind teammates through voice instructions.



This game is excellently suited for competitions. With a stop-watch the fastest team can be determined.



LEANING TOWER OF PISA

Number of players: 2-16 players

Available equipment: Gripper (rope crane) with ropes attached (half length = 2 players each rope), ball (roof dome), all rollers (columns)



Rules

The „Leaning Tower of Pisa“ has collapsed. Coincidentally all columns fell by chance in such way that they now stand scattered around, fortunately including the column on which the roof dome is fastened in the end. There are many volunteers meeting around the Tower to rebuild it immediately. If the columns are touched with hands they turn to dust and columns are too heavy to be stacked by any one person alone.

Only if the busy assistants find out how to steer the rope crane, they will succeed to rebuild the Tower column by column. The rope crane does not like it if the assistants come too close to him, he permits steering only by using the long ropes. With the roof dome on top, the „Leading Tower of Pisa“ is finally rebuilt – how long – that depends on the players' architectural capabilities.

Variants

- There is only one assistant who is able to see.



This game is excellently suited for competitions. With a stopwatch the fastest team can be determined.

TURN THE "BIG WHEEL"

Number of players: 4-16 players

Available equipment: Wooden ring, 1 rope for each 2 players. For slalom add the rollers.

Rules

Roll the ring over a prescribed route (optionally slalom). The ring is steered through ropes which are held by the players oppositely. The ring must always have contact to the ground and may not tip over completely. If he has tipped over - what cannot always be avoided - you have to start again from the original position.

Variants

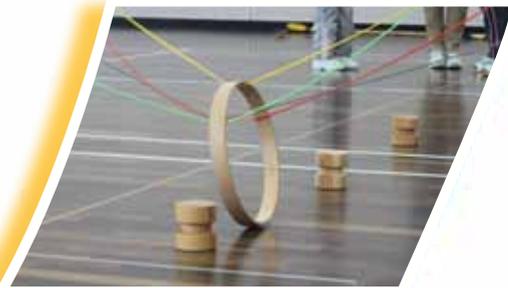
Routing ...

- Slalom through the wooden rollers
- Over obstacles, then continue rolling
- Roll over obstacles (e.g. over the wooden splints)

Transport

- The ropes are not led through the wooden ring, they only can be used to push the wooden ring from the outside.

With closed eyes. There is only one teammate with opened eyes who guides the other blind teammates through voice instructions.



ROPEWAY

Number of players: 2 – 16 players
Available equipment: Ring (ropeway), 1 rope for each 2 players



Rules

» The ropeway runs:

In this game the ropeway is put on at least 2 horizontal tensioned ropes (=4 players at least). Through skillful acting the ropeway have to be transported in direction to one of the players, the ropeway has to be transported towards of one of the players, it must not fall down or touch the ground.

» „Repair of the ropeway“

Change of carrier ropes:

A safety investigation has shown that the present carriers are defective. They have to be replaced without touching the ropeway. For this at least 4 assemblers come to help the current players and take over the ropeway with their ropes.

Variants

The players are allowed to hold the ropes...

- with both hands
- only with the right/left hand

With closed eyes. There is only one teammate with opened eyes who guides the other blind teammates through voice instructions.

OFF THROUGH THE TUBE

Number of players: 6-16 players

Available equipment: Wooden ring (tube), gripper with up to 6 ropes attached, rollers and balls optionally.

Rules

With help of two knotted ropes, 2 or 4 players hold the tube vertically in the room and define two separate areas. All remaining players have to transport the rollers and balls from one side of the room to the other by using the gripper with attached ropes. The whole equipment must be passed through the tube without touching it.

Variants

The players are allowed to hold the ropes...

- only at the ends

For higher degree of difficulty, the ring could be positioned free-standing on the floor or at a table. At a touch the ring may tip over and the game will be lost.



CROSS THE RIVER

Number of players: 2-16 players
Available equipment: 2 ropes for marking, several treadstones: ring (island), rollers + splints (tree parts)



Rules

The group has been on the move for days. To reach the goal all team members must arrive at the other side of the river without getting wet (The river is marked by 2 ropes - lying parallel to each other - on the ground. Depending on the condition of the group the distance may vary = different degree of difficulty). Only the scattered tree parts can help to cross the river. The first one who is brave enough to enter the river, places the tree parts cleverly so his teammates are able to reach the next part safely. The teammates who are moving up supply him with other tree parts. It is probably a good idea to place the saving island at an extremely difficult position as the whole island offers protection against the water. The last one collects all the tree parts and passes them forwards. Will the team manage the task and succeed in crossing the river without wet feet and with taking all of the tree parts to the other side of the river?

Variants

- Group members are allowed to (are not allowed to) help and support each other
- Tree parts must have constant contact with a group member.
- One of the group members must cross the river with closed eyes.

CRYSTAL BALL

Number of players: 2-16 players

Available equipment: 6 rollers (columns), ring (giant spider) with ropes attached (feet), big ball (crystal ball)

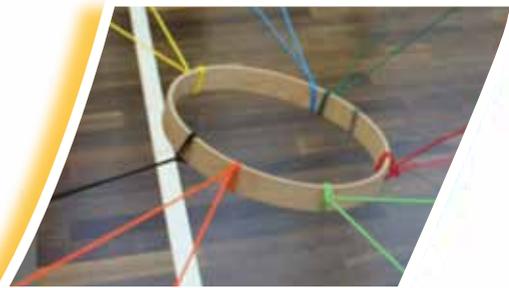
Rules

Under a spider net, on a tower stacked from several columns, is a precious treasure in form of a marvellous crystal ball which can do miracles. It would be a dream to get it. But the crystal ball is strictly guarded by a gigantic spider who lays on the treasure. Only if the rescuers succeed to lift the spider over the tower and the glass ball, the way to the treasure is free

The spider may not touch the tower nor the glass ball. In order to avoid touching, the rescuers have to pull at the spider's legs evenly and at the same time. Be careful as the spider is still sleeping.

Variants

- There is only one courageous treasure hunter with opened eyes. The others are fearfully and prefer to play with blindfolded eyes.



TYING KNOTS

Number of players: 4-28 players
Available equipment: Ropes, knotted at the ends, according to number of players.
Maximum 4 players each rope (rope part/color)



Rules

In the beginning a rope is given shaped in a sample knot, for example a "8". This rope remains lying on the ground as an example. Now the players have to copy this knot whereby they have to follow some rules.

At first you tie the needed ropes according to numbers of players at the rope's ends (one rope per four players). Then the players hold the rope with one hand by standing regularly distributed (up to 4 players per rope). Important: The rope must not be released during the game-play. Now the players have to move in such a way that they reconstruct the knot and the knot ends up in the centre of the group. Whether the players are climbing over, under or even passing through, the rope remains in their hand without changing hands at any time. Will the group be able to master this task?

BIG TURN

Number of players: 4-16 players

Available equipment: Ring with ropes attached according to number of players.

Rules

The ring (with ropes attached) is held by the players with tensioned ropes in horizontal position. The ring is besieged by an invisible little man who needs to be outplayed. To accomplish this, the ring has to be turned up-side-down once, without touching it with hands, because the little man is vicious. How should this work?

Please note:

- At the beginning and at the end, no ropes may cross each other.
- No player may release his rope.
- The ring may not touch the ground.
- At the end of the game, all players have to stand in viewing direction to the ring.



LIGHT BARRIER

Number of players: 8-16 "rope holders" (guardians) + x additional players (thieves)
Available equipment: Ropes (light barriers), all items of the box (treasure box)



Rules

There are valuable treasures behind the light barrier, which the thieves want to bring in their possession. To arrive at the treasure box, the thieves have to cross the circle of the light barriers without touching them. If just one thief touches any light barrier, alarm is immediately triggered and there is no escape! But the treasure guardians are attentive and make it anything but easy for the thieves. They stretch the light barriers opposite to each other in various heights criss-cross through the space, so that only "master thieves" will find access to the treasure and succeed in arriving the treasure box – when at all.

Variants

- Each thief steals a treasure.
- The thieves form a chain to pass on the treasures.

This game is excellently suited for competitions. The contacts with the rope are counted for each group, respectively for each two players. The winner is the team or player with the lowest number of contacts.



HURDLE RACE

Number of players: 8-16 "rope holders" + additional players
Available equipment: As much as possible ropes

Rules

The rope holders form two opposite lines. Each two opposing players stretch one rope whereby they press the rope against a previously agreed point of their body, to hold the rope as still as possible. During the course of the game the distance between the ropes as well as the height of them, is increased after each round. In doing so:

- Flat rope and wide distance = easy
- High rope and narrow distance = difficult

To start you play at an easy level. The players who do not hold a rope, try to step over the ropes without touching them. Afterwards the players change their position with the rope holders until it was everybody's turn.

Variant A:

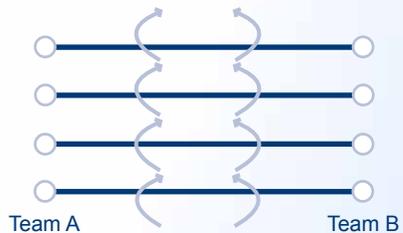
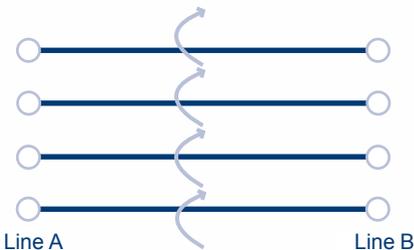
If a player has touched a rope while crossing it, he becomes a "rope holder" and stays such during the remaining game-time, until there is finally only one player without mistakes – the winner!

Variant B:

If a player has touched a rope while crossing it, it will be marked as mistake. All mistakes are added up through several rounds. At the end of the game the number of mistakes is compared.



This game may also be played in two groups for competition character. Which group has less mistakes? In case there is a tie, the speed counts.



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Holz-Hoerz GmbH
Lichtensteinstr. 50
72525 Münsingen
(+49) 0 73 81-9 35 70
info@pedalo.de
www.pedalo.de