



STEM Summit Relay Volunteer Guidelines

The role of the relay volunteer is to be the team coach/cheerleader. You should be energetic and enthusiastic with the students and encourage all students to participate. You will guide the students through each of the events, but do not assist them in any way.

Team Meeting: After the Relay Leader forms the teams, gather your team members together and have them write their names on the time sheet. Students should then volunteer for the relay activity that they would like to do. This can be recorded on the sheet if you want. It is extremely important that all team members have at least one job during the relay. Most will have more than one job. Reinforce the concept of teamwork and planning, so that each one knows ahead of time what they will be doing once the relay has begun. You can tell them that the teams that have recorded the fastest times worked together and had a plan. Do your best to get everyone involved. Remind the students that they need to complete one activity before they can go on to the next. The Relay Leader will tell teams when they can start the first activity.

- 1. Block Game:** Taking turns, each student will turn over a card from the pile and build the diagram that is on the card using the blocks provided. The structure should be identical to the picture on the card before moving on to the next student. After 5 cards have been completed, move on to the next activity.
- 2. Catapult:** One student will use the catapult to aim and shoot five (5) balls, one at a time, into the air. A second student will catch each ball. Once this is complete, they can move on to the Anti-Contamination Clothing. Please make sure you recover the five balls and place them back on the table.
- 3. Anti-Contamination Clothing:** One student should read the directions. Remind them it is extremely important to follow the directions in order. The rest of the team should be helping the student put the clothing on. You can give them a hint about the nylon booties (the students almost always get confused and mix up the rubber shoe covers and the nylon booties), but do your best not to tell them what they are. Most of the time, they can figure it out after you give them some hints. When the student is fully dressed, the team can move on to Recycling.
- 4. Recycling:** Working together as a team, the students will have to match the recyclable item with the end use product which is the item that the recycled product turns into. There are a total of 4 matches. As the students make the matches, let them know whether they are correct or not. Place the correct matches aside.

5. **Paper Airplane:** One student will hold the hula-hoop while the remaining team members make a paper airplane and fly it through the hula-hoop. Each team has to fly a total of 5 airplanes through the hula-hoop before they can move on.
6. **Remove Anti-Contamination Clothing:** 1 or 2 team members should help the student wearing the Anti-Contamination Clothing remove all items. When all the items are removed, place them in the bag and then return to the end table.
7. **Pass the Dice Game:** Player #1 rolls 2 dice and multiplies the 2 numbers together. Record the number on the scratch paper, then pass the dice to next player. Player #2 rolls the dice and multiplies the 2 numbers together. This number is then added to Player #1's number. Team will continue to roll dice, multiply and add to previous total. The goal is to get to 100. *There is a catch* If anyone rolls a 1, the points go to zero and the team has to start over. Once the team reaches 100, move on to Block Algebra.
8. **Block Algebra:** Students will pull a block from the yellow bag and work to solve the problem. They will continue to pull blocks one at a time until they correctly solve a total of 5 problems before they can move on.
9. **Pool Noodle/Pom-Pom Pass:** Working together, students must pass a small pom-pom through a pool noodle and go the entire length of the relay without allowing the pom-pom to fall to the ground. If the pom-pom falls on the ground, the students must start this activity over from the beginning. When students have completed this successfully, they should ring the bell on the table, which will stop the time.

Relay Wrap-up: Calculate your team's time and give the time sheet to Relay Leader. The fastest time wins for this session. Put your relay lane back in order to get ready for the next group. Most importantly, neatly fold the anti-contamination clothing and organize recyclables.