





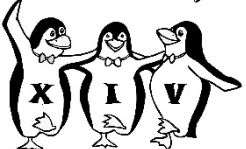



 <p>B.I.G. NIGHT BROOKLAWN'S INTENSE GAMES! 1st Annual - Friday November 19, 1999</p>	<p>I Came, I Saw, I PLAYED at</p> <p>B.I.G. 2...000</p> <p>BROOKLAWN'S INTENSE GAMES 2nd Annual - November 16 & 17, 2000</p>	<p>United we STAND. United we PLAY.</p>  <p>BROOKLAWN'S INTENSE GAMES! 3rd Annual + November 15-16, 2001</p>	<p>Brooklawn's Intense Games</p>  <p>4 FUN - 4 EVERYONE - 4 FRIENDS - 4 EVER 4th Annual + November 21-22, 2002</p>
<p>Celebrating 5 B.I.G. YEARS!</p>  <p>Brooklawn's Intense Games November 20 & 21, 2003</p>	<p>6th B.I.G. NIGHT 2004!</p> <p>BROOKLAWN'S INTENSE GAMES Brooklawn Middle School - Parsippany NJ NOVEMBER 11 & 12, 2004</p>	<p>7th Annual BROOKLAWN'S INTENSE GAMES!</p>  <p>November 17-18, 2005</p>	<p>8th Annual BROOKLAWN'S INTENSE GAMES!</p>  <p>Brooklawn Middle School - Parsippany NJ November 16-17, 2006</p>
<p>BROOKLAWN'S INTENSE GAMES</p>  <p>TH ANNUAL</p> <p>PARSIPPANY, NJ - NOVEMBER 15-16, 2007</p>	<p>It's been a great ride for 10 YEARS...</p> <p>Brooklawn's Intense Games!</p>  <p>Brooklawn Middle School Parsippany, New Jersey NOVEMBER 20-21, 2008</p>	<p>BIG NIGHT!</p> <p>Brooklawn's Intense Games Brooklawn Middle School - Parsippany NJ 11th ANNUAL ~ FEBRUARY 25-26, 2010</p>	 <p>BROOKLAWN'S INTENSE GAMES 12th ANNUAL - NOVEMBER 18 & 19, 2010</p>
<p>A BROOKLAWN TRADITION "LEAPS" INTO ITS' TEENS...</p> <p>INTENSE GAMES!</p> <p>13th ANNUAL FEB. 29-MAR. 1, 2012</p>	<p>Brooklawn's Intense Games!</p>  <p>14th annual - November 15-16, 2012 Brooklawn Middle School - Parsippany, NJ</p>	<p>Brooklawn's Intense Games!</p>  <p>15th Annual ~ November 21-22, 2013 Parsippany, New Jersey United States of America</p>	<p>B. I. G. N I G H T 2 0 1 4</p> <p>16th annual BROOK LAWN Nov. 20-21 Middle School</p>
 <p>Brooklawn's INTENSE GAMES</p> <p>18th annual November 19-20, 2015</p>	<p>KEEP CALM INTENSE!</p> <p>18th annual BROOKLAWN'S INTENSE GAMES November 17-18, 2016</p>	 <p>Intense 9 games</p> <p>we had a whale of a time at brooklawn nineteenth annual - november 2017</p>	<p>I GOT HOOKED at Brooklawn...</p>  <p>Intense Games 20th annual - November 2018 Brooklawn Middle School</p>

BUILDING & TEACHING LEADERSHIP THROUGH...

INTENSE GAMES!

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NAWD National Conference on Student Activities | December 1, 2018

TEED OFF

SUPPLIES:

- Golf Tees (2 per team)
- Ping Pong Balls (2 per team)
- Golf Balls (2 per team)



GAME PLAY:

- Divide participants into groups of about 15-20 each.
- Ask each group to form a straight line by standing side by side and locking their arms together.
- Give the person at each end of the line a ping pong ball and a golf tee. They place the ball on the tee and can only touch the tee or the ball – NOT both.
- The task is to pass the ping pong ball and tee, without allowing the ball and tee to separate, toward the center of the line.
- If the ball and tee separate, then they have to go back to the end of the line where they started.
- The first team to have their two ping pong balls/tees cross each other – anywhere on the line – wins the game!
- If (when) the teams are having great difficulty and becoming frustrated, change over to a golf ball.

DEBRIEF:

- **Patience & Frustration.** What frustrated your team about this game and how did you handle it? How do you handle your daily frustrations, and how do your kids handle theirs?
- **Individualism & Teamwork.** While you focused on your part in getting both balls/tees to the center, you didn't need to do that to win! If one side is having difficulty, the other side could pick them up.
- **Integrity & Modification.** Replacing the ping-pong ball with a golf ball made things far easier, but did it change the nature of the game? What modifications ensure success without changing the nature of what we do?

GUTTER BALL



SUPPLIES:

- PVC Gutters (3 or 4 per team)
 - Golf Balls (10 per team)
 - Buckets (2 per team)
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GAME PLAY:

- Divide participants into groups of about 10-12 each. Each team gets 3 or 4 gutters and will use one lane which has a bucket of 10 golf balls at one end and an empty bucket at the other.
 - Two people hold each gutter and must keep their hands on the gutter at ALL times. At the start, all three gutters must be in a row and behind the starting line. The objective is to legally transport SIX of the golf balls from the full bucket to the empty bucket.
 - At the start, someone not holding a gutter will place ONE golf ball into the rear gutter. The pair holding the gutter with the ball may NOT move their feet and must roll the ball into the next gutter. Once they lose possession of the ball, they may move in front of their teammates and will eventually receive the ball again.
 - The exchanges continue until the team reaches the empty bucket, at which time the ball must be rolled from a gutter into that bucket. If the ball touches the floor or any team member, or if it bounces out of the bucket it is removed and they must go back to get another ball.
 - After THREE balls have been transported successfully, the team members not holding gutters take over for the rest of the game.
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DEBRIEF:

- **Speed & Accuracy.** Did you sacrifice one for the other? Can we have both?
- **Limitations & Pressure.** Why were there only 10 golf balls, and how did this add pressure to the activity?
- **Control & Frustration.** How did you feel when someone else lost the golf ball or missed the bucket? How did you handle those feelings?

HUMAN CRANE

SUPPLIES:

- PVC Pipe Crane (1 per team)
- 3-foot string with hook (attached to crane)
- Plastic Tumblers with eyehooks on the bottom (15 per team)



GAME PLAY:

- Each team will have one PVC pipe crane and 15 plastic tumblers with an eyehook on the bottom.
- The crane must be held by one person at each end; the hook can only be raised or lowered by either bending over or rolling the rope around the pipe. There will be red tape around 12 inches above the hook; the rope cannot be rolled up beyond that red tape.
- Each pair must try to hook one of the tumblers, transport it to the scoring area, and then release it so the tumbler remains upside down. After doing this, they pass the crane to the next pair.
- The object is to get as many tumblers to the scoring area, and to stack them to gain more points. Teams do NOT have to complete a level before trying to build on top of it, but each level must always have less tumblers than the one immediately below.
- Scoring for tumblers on each level is shown at right. Any that fall or tip over will earn no points unless re-hooked/re-stacked.



DEBRIEF:

- **Strategy & Problem Solving.** How did you begin trying to hook tumblers? Did you change your method – if so, when and why?
- **Rewards & Prioritization.** When placing a tumbler in the scoring area, did you try to stack it for extra points, or drop it quickly to get more tumblers?
- **Foundations & Outcomes.** Was it possible to reap the larger point values in this game without ensuring the bottom layers were aligned and sound? What outcomes do you seek and upon what foundations do they rely?

SLAP ME AROUND

SUPPLIES:

- NONE



GAME PLAY:

- Each group of 8-10 people forms a circle. Each member should have a different first name; if two are the same then one must choose a nickname.
- Going around the circle, each member says their name. The last to say their name goes in the center as the “monkey”. All remaining on the circle should put their right hand out toward the center.
- The first person who said their name will start; he/she will say the name of another person on the circle (not the “monkey”), then that person must say the name of another person (other than who called them out) on the circle.
- The “monkey” must try and slap the hand of the person whose name was called out BEFORE that person calls another name. The person whose name was called LOSES and must trade places with the “monkey” if:
 - The “monkey” slaps their hand before he/she calls another name
 - He/she lifts his/her hand or does anything else to avoid a hand slap
 - He/she calls a name not on the circle, or has a brain freeze
- The winner is the last person in the group not to LOSE and become the “monkey”, not counting the person who started as the “monkey” unless he/she loses and becomes “monkey” again.

DEBRIEF:

- **Volunteers & Draftees.** Who went first, and were they eager to? Who just went with the flow? What effect did this have on the group?
- **Size & Efficiency.** How would this game have worked with 20 players in a group? With only 5 players? What is the ideal size to maximize efficiency?
- **Breakdown & Awareness.** When you get too far away from the ideal size, how do things break down? How do you become aware this is happening?

BATTLE OF THE BANDS



SUPPLIES:

- NONE
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GAME PLAY:

- Divide participants into teams of 15-20 each.
 - For each round of the game, the facilitator will give a “keyword” and then allow a few minutes for the groups to come up with songs that have the “keyword” in it.
 - The facilitator will start with the first team; all its members must SING a few lines of the song that include the “keyword” for all to hear, until the facilitator stops them. Then the facilitator will rotate through the other teams (using the same “keyword”); they must do the same.
 - The rotation continues; if any team fails to come up with a song or reuses a song another team already used, then that team is knocked out.
 - The rotation keeps going with the same “keyword” until either only one team is left standing or the facilitator decides to move on to the next “keyword”.
 - Play three or four rounds; good “keywords” to use include “LOVE”, “FIRE”, “GIRL”, “HOME”.
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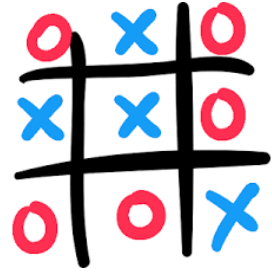
DEBRIEF:

- **Initiative & Group Dynamics.** Did someone take charge right away? Who was it, and was their initiative based on expertise or something else? How did their initiative affect the overall group dynamics?
- **Involvement & Focus.** Did you get wrapped up in the competition? Did this happen to the point that you, or others, lost focus on how the group was functioning?
- **Relevance & Moving On.** Was there a point at which this activity begins to outlive its usefulness? How do we realize when to stop what we are doing and move on?

TIC TAC TOE RELAY

SUPPLIES:

- Small Orange Cones (9 per lane)
- Blue and Red Rags (3 each per lane)



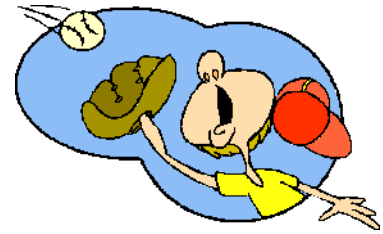
GAME PLAY:

- Each lane will have two teams that compete against each other. A 3 by 3 grid of small cones will be at the opposite end of the lane, and each team will have three rags (either blue or red).
- At the start, the first player from each team runs to the grid and places his/her colored rag on top of any of the nine small cones EXCEPT THE CENTER. He/she then returns to the start line and tags the second player, who now takes his or her colored rag and places it on any open cone.
- The second player returns to tag the third player who now places his/her rag on any open cone. If a team places their rags on cones to form three in a row, the game is over.
- The third person on each team now tags the next person, who must return to the grid and MOVE one of his/her team's three colored rags to an open cone. This will vacate the cone the rag was originally on, leaving it open for a player on the opposing team to fill it with one of their colored rags.
- Once doing this, he/she returns to the start line and tags the next person who must do the same. This continues until either team manages to get three of their colored rags in a row.

DEBRIEF:

- **Attention to Detail.** At what point did the need for speed affect the accuracy of placing the rag on a cone?
- **Thinking on Your Feet.** How did you decide which cone to place the rag on? How did you respond when having to make a split-second decision?
- **Dealing with Frustration.** How did team members respond when one of their own teammates made an obvious blunder?

BLIND CATCH



SUPPLIES:

- 8 by 10-foot tarp (1 per lane)
 - 3 or 4-inch Foam Balls (about 60 per lane)
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GAME PLAY:

- Each team will have 12 people; 1 thrower (blindfolded) on hands and knees, 1 coach and 10 catchers holding the tarp 8-10 feet behind the thrower with both hands (3 each on longer sides, 2 each on shorter sides).
 - At the start, the thrower must search for and find as many foam balls as they can – one at a time – and then throw them back toward the tarp, all with the guidance of the coach. The thrower may NEVER be in possession of more than one ball in each hand.
 - The catchers may work together to move the tarp for catching and retaining the balls, but all 10 catchers must keep both hands on the tarp at all times and the tarp may never get closer than 8 feet from the thrower. The tarp may also never touch the floor; if it does all balls are removed.
 - The object is to catch and retain as many balls as possible in the allotted time. Any ball that falls out of the tarp is not counted, and any ball that is accidentally thrown into another team's tarp will count for that team.
 - After 2-3 minutes, the event ends and the balls in each tarp are counted.
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DEBRIEF:

- **Compensating for Weaknesses.** With the thrower being blindfolded, what other senses became more important toward achieving success? What role did the coach play in helping the thrower compensate for lack of sight?
- **Coordinating Team Effort.** When the catchers tried to move the tarp, what happened if some team members did not move with the rest of the team?
- **Choices, Risk and Reward.** Was the thrower tempted to grab multiple balls in a single hand? Did the coach prevent, allow or even encourage this to happen? In the rush to catch more balls, how much attention did the catchers pay to retaining the balls already in the tarp?

HYPER HOOPS



SUPPLIES:

- 1 hula hoop (per lane)
-

GAME PLAY:

- Each team will have 10-12 people; 1 coach and the rest forming a human chain by extending their left hand back between their legs to grasp the right hand of the person behind them.
 - At the start, the team proceeds (about 50 feet) to the other end of the lane without breaking the chain. If the chain breaks, they must start over.
 - When reaching the hoop passing area, the coach places the hoop over the front person in the chain. The team must then work together to pass the hoop from the front of the chain to the back without breaking the chain.
 - The front and back members of the chain may not touch the hoop with their free hand. If the chain breaks at any point while passing the hoop, the team must start passing all over again with the hoop on the front member.
 - Once the hoop passes through the back member of the chain, the coach removes the hoop and the team must turn around and proceed back to the starting area. If the chain breaks, they must go back and start over.
 - When reaching the starting area, the coach places the hoop on the back member of the chain, and the hoop must now be passed forward. Again, if the chain breaks at any point while passing the hoop, the team must start passing all over again with the hoop on the back member.
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DEBRIEF:

- **Coordination of Multiple Abilities.** When the human chain moved, were some members trying to move faster than others? What happened?
- **Flexibility.** What were the challenges team members faced in trying to pass the hoop, and what adjustments did they apply to make it happen?
- **Critical Thinking.** Did the human chain take advantage of vagueness in the stated rules to improve their performance? How, and why?