

Robinson Games Oldebroek

Explanation and instructions



Explanation

The Robinson games consist of 5 short and varied activities in the form of “tests” in which the participants compete in 2 teams. Followed by a “final test” that will determine which team can call itself the winner of the Robinson games.

The better the teams perform during the tests, the more advantage they have during the final test.

Preparation and materials

The Robinson games consist of various fixed parts/constructions present on the site, supplemented with some loose materials.

Our outdoor sports staff ensures that the activities are set up and ready for use during the 1st round.

After each activity round, we ask you to prepare the parts as much as possible (see initial starting position on instruction cards) for the next group to promote the exchange.

Instruction cards

For each activity there is a separate instruction card with a detailed description. As a game leader, read this carefully in advance. The instruction cards show the starting position, gameplay, game rules and possible adjustments.

Gameplay

Divide the group into 2 teams that will compete against each other in each test.. All tests (except labyrinth) consist of 2 of the same setups so the teams will compete against each other at the same time.

The Robinson Games consist of (order does not matter):

- 17 puzzle
- Island hopping
- Keep the balance
- Lever test
- Labyrinth

This is followed by a **Final test (brackets)**. At least 1 participant from both teams will participate in this final test. For each test won (5 in total), the team may let an additional participant play the final test. The team that passes the final test best, wins the Robinson games!

Duration

For the Robinson games you have 1 hour after which you will change. So keep this in mind and possibly skip a part if they are busy with other parts a little longer.

Robinson Games

Instruction card – 17 puzzle



Purpose

Place the numbers of the puzzle so that the sum of each side equals 17.

Required material

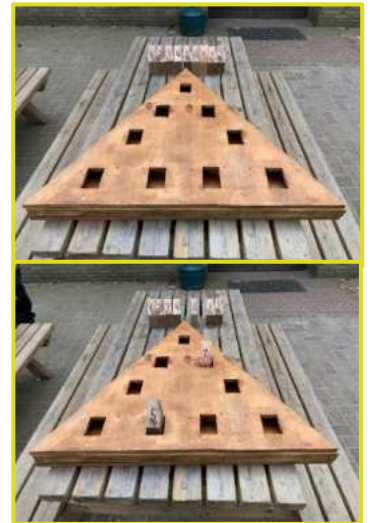
- 2 puzzles
- 2 sets of blocks with the numbers 1 to 9.

Starting position

The 2 teams start around their own puzzle with the number blocks next to it.

Gameplay

- The teams starts from the starting position and the game leader gives a signal to start.
- Both teams start with puzzling where the participants can discuss with each other.
- The first team that solves the sum of 17 on each side (check game leader) wins.



Rules of the game

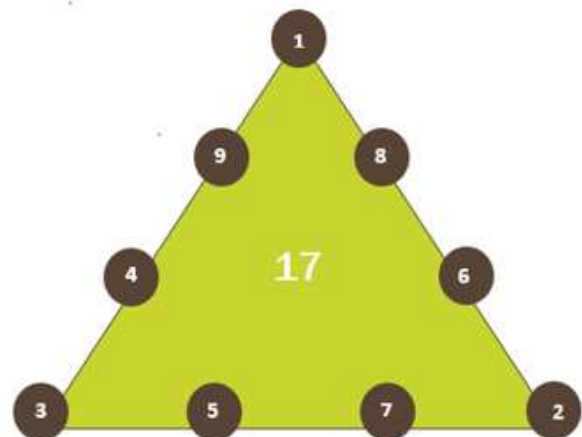
- Participants are not allowed to “copy” from the other team.
- Participants are not allowed to search for the solution on their phone.

Role of game leader

- Supervision of the rules of the game.
- Motivate – divide attention between both teams.
- Adjustment of the gameplay / rules if too difficult.

Adjustment of gameplay / rules of the game

- Give tips: Tell them a number in the corner(s) (see image).



Please note: do not show the above image to participants!

For any questions and/or uncertainties, please ask our outdoor staff!

Robinson Games

Instruction card – Island hopping Oldebroek



Purpose

Make sure that the whole team reaches the other side via the “islands” without touching the ground.

Required Material

- Islands – fixed elements (2 equivalent routes).
- 2 walkways (1 per team).

Starting position– see photo on the back

The 2 teams start standing on the ground in front of the first island of their route. There is 1 walkway ready on the ground per team.

Gameplay – see photo on the back

- The teams start from the starting position and the game leader gives a signal to start.
- The teams use the walkway to reach the other side without touching the ground.
- The team that reaches the other side first (all people and walkway on the ground) wins.

Rules of the game

- Participants are not allowed to touch the ground. As soon as this happens they have to start at the beginning again.
- The walkway must not touch the ground. If it does, they must start again from the beginning.
- The walkway may only be passed on, so do not throw it.
- Participants may not jump to an island

Role of game leader

- Supervision of the game rules.
- Motivate – divide attention between both teams.
- Adjustment of the gameplay / rules if too difficult.

Adjustment of gameplay / rules of the game

- Give tips.
- If a participant or the walkway hits the ground, continue from the current island (do not start at the beginning).

For any questions and/or uncertainties, please ask our outdoor staff!

Robinson Games

Instruction card – Island hopping Oldebroek



Robinson Games

Instruction card – Keep the balance game Oldebroek



Purpose

As a participant individually (but for your team) try to stay on 1 leg as long as possible.

Required material

- Set up with log and small poles.

Starting position - see photo on the back

Both teams stand on their own log. In front of the log, each team has thick and thin poles.

First the participants try to stand on the log for 1 minute, on both legs. After 1 minute, they must try to balance on one leg. After another minute, they step onto the thick pole. After 1 minute, they step onto the thin pole. Who can stand the longest on the thin pole?

Gameplay – see photo on the back

- The teams start from the starting position - game leader gives a signal to start.
- The participants are not allowed to hold onto each other.
- If a participant falls, they are out of the game and may not start again.
- **The team whose participants stay standing for the longest time wins this activity**

Rules of the game

- Participants are not allowed to hold on to each other.
- Participants must remain standing upright on one leg.
- It is not allowed to hinder other participants (talking is allowed).

Role of game leader

- Supervision of the rules of the game.
- Motivate – divide attention between both teams.
- Adjustment of the gameplay / rules if it is taking too long.

Adjustment of game play / rules of the game

- Have participants make shapes with their hands.
- Have participants pass an object to each other.

For any questions and/or uncertainties, please ask our outdoor staff!

Robinson Games

Instruction card – Keep the balance game Oldebroek



Robinson Games

Instruction card - Lever test Oldebroek



Purpose

Make sure that your team lifts the wooden pole to the top by throwing the wooden blocks into the bucket.

Required Material

- Wooden construction– fixed elements (2 setups).
- 2 buckets
- 2 wooden poles
- 2 cones
- Wooden blocks (10 per team)

Starting position– see photo on the back

Per construction, the wooden pole is on the ground and the bucket hangs in the air on the other side. The 2 teams are in a line at the cone belonging to their construction. The wooden blocks are ready by the cone.

Gameplay – see photo on the back

- The teams starts from the starting position and the game leader gives the signal to start.
- Taking turns, a team member may try to throw one wooden block into the bucket from the cone.
- When all wooden blocks are thrown, the incorrect thrown blocks can be picked up.
- The team that first lifts the wooden pole to the top, with the bucket touching the ground, wins.

Rules of the game

- Participants must take turns throwing.
- Participants must throw standing at the cone.
- Only one wooden block may be thrown at a time.

Role of game leader

- Supervision of the rules of the game.
- Motivate – divide attention between both teams.
- Adjust the course of the game or the rules if too difficult.

Adjustment of gameplay / rules of the game

- Move the cone closer so that participants have to throw less far.

For any questions and/or uncertainties, please ask our outdoor staff!

Robinson Games

Instruction card - Lever test Oldebroek



Robinson Games

Instruction card – Labyrinth



Purpose

Try to guide the ball through the labyrinth to the center as quickly as possible with your team

Required material

- Labyrinth
- Little ball
- Stopwatch (watch or phone)



Starting position

The participants of one team stand around the labyrinth on the ground, with the ball at the starting point (in one of the corners).

Gameplay

- The team starts from the starting position – the game leader gives the signal to start (**record the time**).
- The participants pick up the labyrinth at the handles and must work together to get the ball to the center.
- As soon as the ball reaches the center, the **time is stopped**.
- Then, the next team may give it a try.
- The team with the fastest time wins.

Rules of the game

- Participants may only hold the labyrinth at the handles.
- The ball must remain in contact with the labyrinth – so no shaking that would make the ball bounce.

Role of the game leader

- Supervision of the game rules.
- Motivate – divide attention between both teams.
- Adjustment of the gameplay / rules if too difficult.

Adjustment of gameplay / rules of the game

- Give tips.

For any questions and/or uncertainties, please ask our outdoor staff!

Robinson Games

Instruction card – Final test (brackets)



Purpose

Try as a participant, individually (but for your team), to hold the bar as long as possible with 2 brackets without it falling out."

Required material

- 7x bracket sets (1 set = 2 brackets and 1 bar).

Starting position

At least one participant from each team takes part in this final test. For each won trial (5 in total), the team can add an extra participant to the final test. A maximum of 7 participants can take part in this final test at the same time

The participants from both teams will stand in a row next to each other with enough space between them. For each participant, 2 brackets with the bar placed between them, are ready on the ground

Gameplay

- The teams start from the starting position – the game leader gives the signal to start.
- The participants pick up the brackets and pull them slightly apart, keeping the bar between them. They hold them with their arms extended in front of them.
- If a participant can no longer keep their arms extended or if the bar falls out, they are out of the game.
- The team with the last remaining participant(s) standing wins the Robinson games.

Rules of the game

- Participants must keep their arms extended in front of them and are not allowed to bend them.
- Participants must remain standing upright with their legs slightly apart (no squatting).
- It is not allowed to hinder other participants (talking is allowed).

Role of game leader

- Supervision of the rules of the game.
- Motivate – divide attention between both teams.
- Adjustment of the gameplay / rules if it is taking too long.

Adjustment of game play / rules of the game

- Have participants hold their hands slightly higher (arms stretched): **not above their heads!**
- Have participants stand on one leg.

For any questions and/or uncertainties, please ask our outdoor staff!

