

Save Humpty! - Collaboration

EXPLANATION:

Teams must work together to find a way to save “Humpty Dumpty” as he is dropped from a considerable height down to the ground! The task is a teambuilding activity that involves collaboration, creativity, and problem solving using only limited resources. This activity will illustrate the importance of listening to team members and involves the project goals of designing and developing Humpty’s safe landing!

GRADE LEVELS: 11–12

STUDENT GROUPING: Small groups of 3 to 4 students

ACTIVITY LENGTH: 60 minutes approx. including the building of the structure, demonstrations, group discussion time, and feedback

CASEL CORE COMPETENCY: *RELATIONSHIP SKILLS*

- Communicating effectively
- Practicing teamwork and collaborative problem solving
- Showing leadership in groups
- You can learn more about the CASEL framework [here](#)

SCOPE OF TASK:

Successful collaboration and teamwork require communication, active listening, problem-solving skills, and a cooperative spirit. This activity may also require some good luck!

1. Explain the objectives/rules of the task:

- The goal of the task is to use teamwork, creativity, and problem-solving skills to design a structure that will prevent Humpty (the raw egg) from breaking from a drop of 6 feet.
- To achieve a perfect landing, students could consider creating a structure that guides the egg safely to the ground—or a structure that provides a soft landing.
- Teams can use only the resources provided.
- Teams must name their structures/devices.
- At the conclusion, each group will demonstrate their structure and explain the design techniques they used.
- The winning team will be the team whose egg has remained intact. If more than one team has its egg intact, the structure using the least support materials wins. If no eggs remain intact, there is no winner.



2. Arrange students into groups of 3–4 or allow self-selection of groups. Separate teams so that each has space to work in private.

3. Commencement of task:

- Distribute resources to each group.
- Inform students of the time limit (determined by the teacher).

4. During the task:

- Encourage continued creative thinking.
- Periodically update students about the time left for the task.

5. When the time limit is reached, end the task and call for everyone's attention.

6. Demonstrations: For fairness and consistency, the height of each drop should be checked. Have teams demonstrate their structures and report on:

- The name of the structure/device
- Design details of the structure

Additional suggested questions:

- Was there a leader in the group?
- Who took on what roles? Why?
- Did the team collaborate effectively? Why or why not?
- What would the team do differently next time?

7. Determine the winning team. (Refer back to the rules in #1 above.)

An **ALTERNATIVE TASK STRUCTURE** can be used, which will, however, significantly increase the difficulty level of the task:

- Do not supply any materials.
- Direct the students to find materials from the outdoors.

RESOURCES:

- Sufficient number of raw eggs to give one to each group
- 20 straws (recycled) or like materials
- Five feet of masking tape
- Measuring ruler/tape
- Stepladder for use during demonstrations