

# Cup of Chance



## Objective

A fun and exciting game with the element of water included.



## Equipment

- Water
- Cups
- Enrich School Orienteering Map
- Orienteering Control Markers



## Preparation

- Put a line of cups on a table.
- Fill about half of the cups full of water and leave the other ones empty.



## Instructions

- Split the class into small groups and explain that they will be retrieving specific information (animals, numbers, or letters) from the school's Orienteering Control Markers.
- Hold up the Enrich School Orienteering Map for a set amount of time and explain which information you need e.g. 'The first letter of Marker 7'. On the command 'Go!' the players will set off in search of the information required.
- Teams take turns to play the next part of the game in order of which team retrieved the information first. Each player in the team chooses a cup without looking (blindfold or cover their eyes).
- Children can only point to a cup and another player in their team will pick the cup up for them.
- (Children are not allowed to pick the cups up or squeeze them, as this may allow them to identify which cups have water.)
- The player who picks the cup up, must then tip it on the head of the player who chose it.
- If there is water in the cup, they get wet and are out.
- The aim of the game is to test the players' memory, (whilst being physically active), then to allow them to have a chance of guessing which cups are empty to avoid being knocked out of the game.



## Other information

- The team which has the fewest number of players who are 'out' are the winners.
- If two teams draw, they could repeat the cup activity as a 'play off'.

