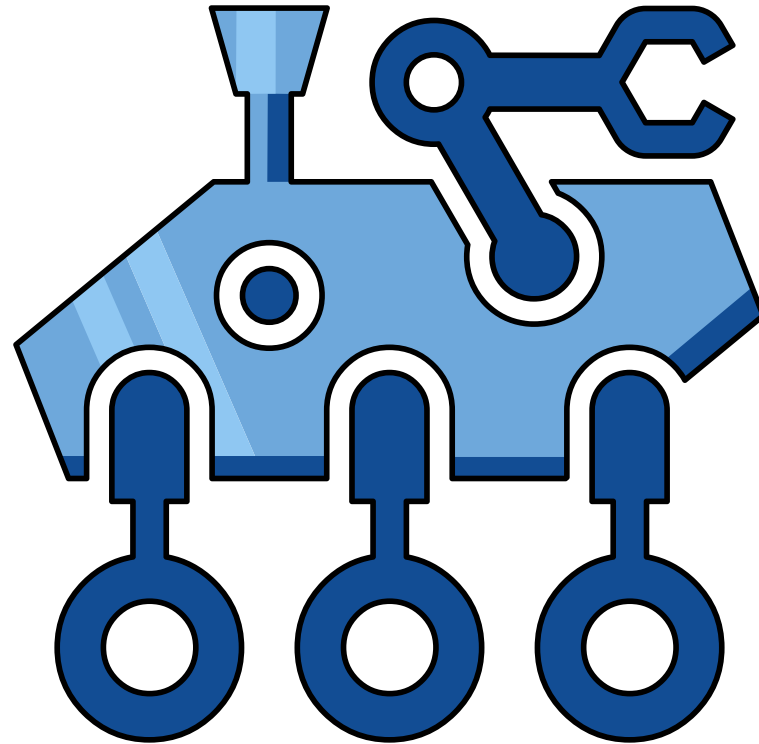
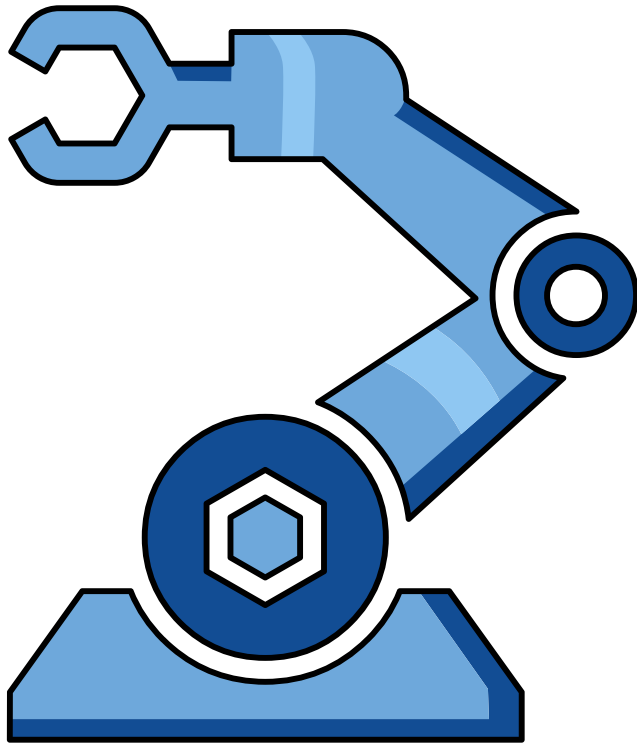


MACHINE SHOP



Inspired by the activity Machine Shop by [OPENPhysEd.org](https://openphysed.org)

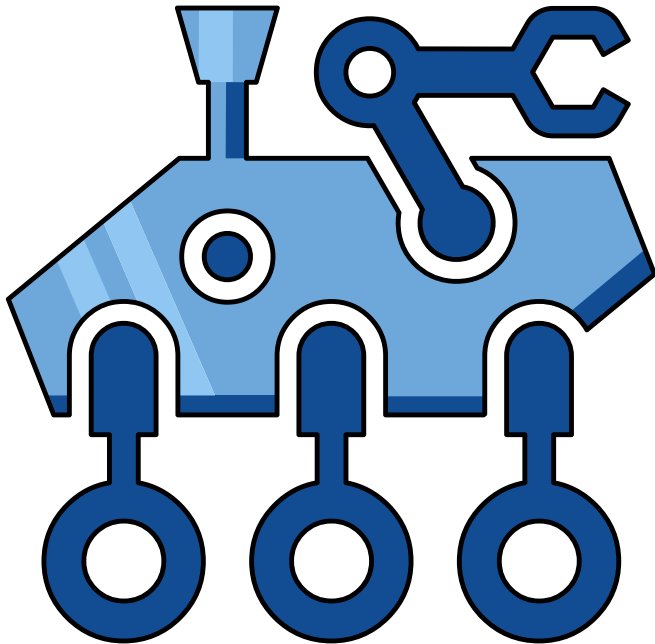
LEAD BY EXAMPLE

BELIEVE IN YOU

THE OBJECT OF THE GAME IS TO ACT OUT A MACHINE (CHARADES – STYLE)

1. Use teamwork to create a charades-style routine
2. A contribution must be made by every team member
3. Demonstrate respect during all performances

**TEAMS WILL PERFORM A MACHINE ROUTINE FOR THE ENTIRE GROUP
AFTER 30 SECONDS, THE GROUP WILL TRY TO GUESS THE MACHINE.**

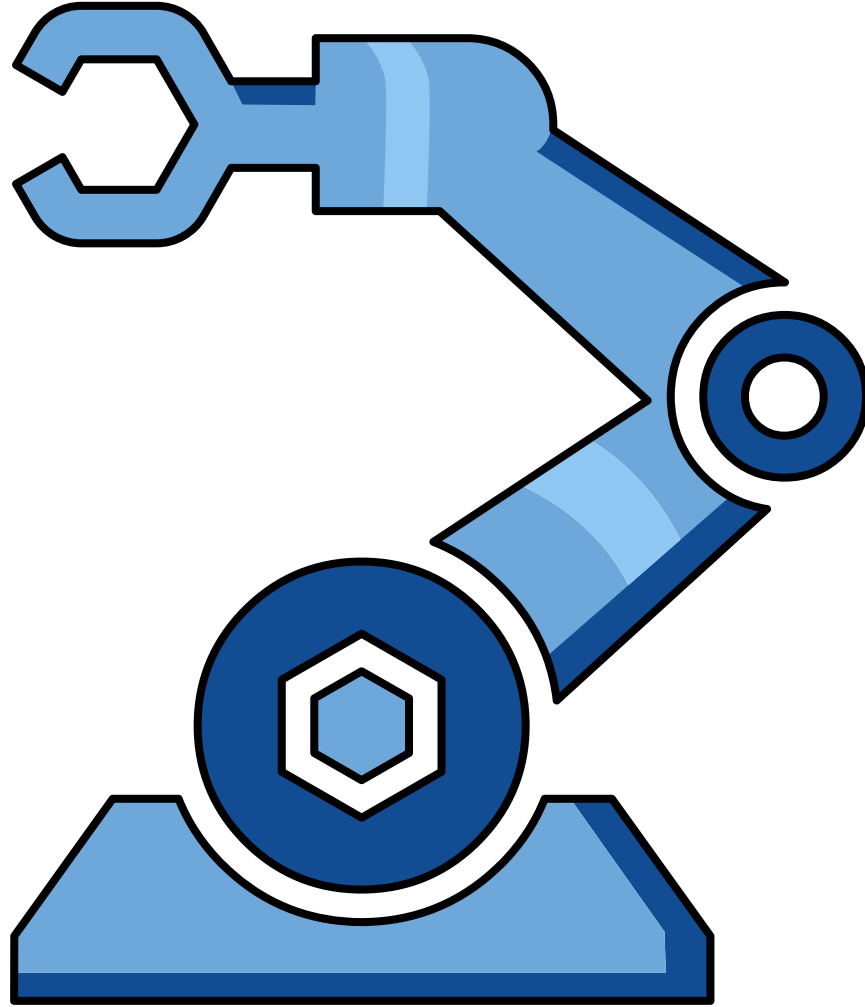


- You will be given a machine to perform
- Each team has 5 minutes to create a routine
- You cannot use verbal communication during routine performances

The audience will hold their guesses until after the full performance is complete

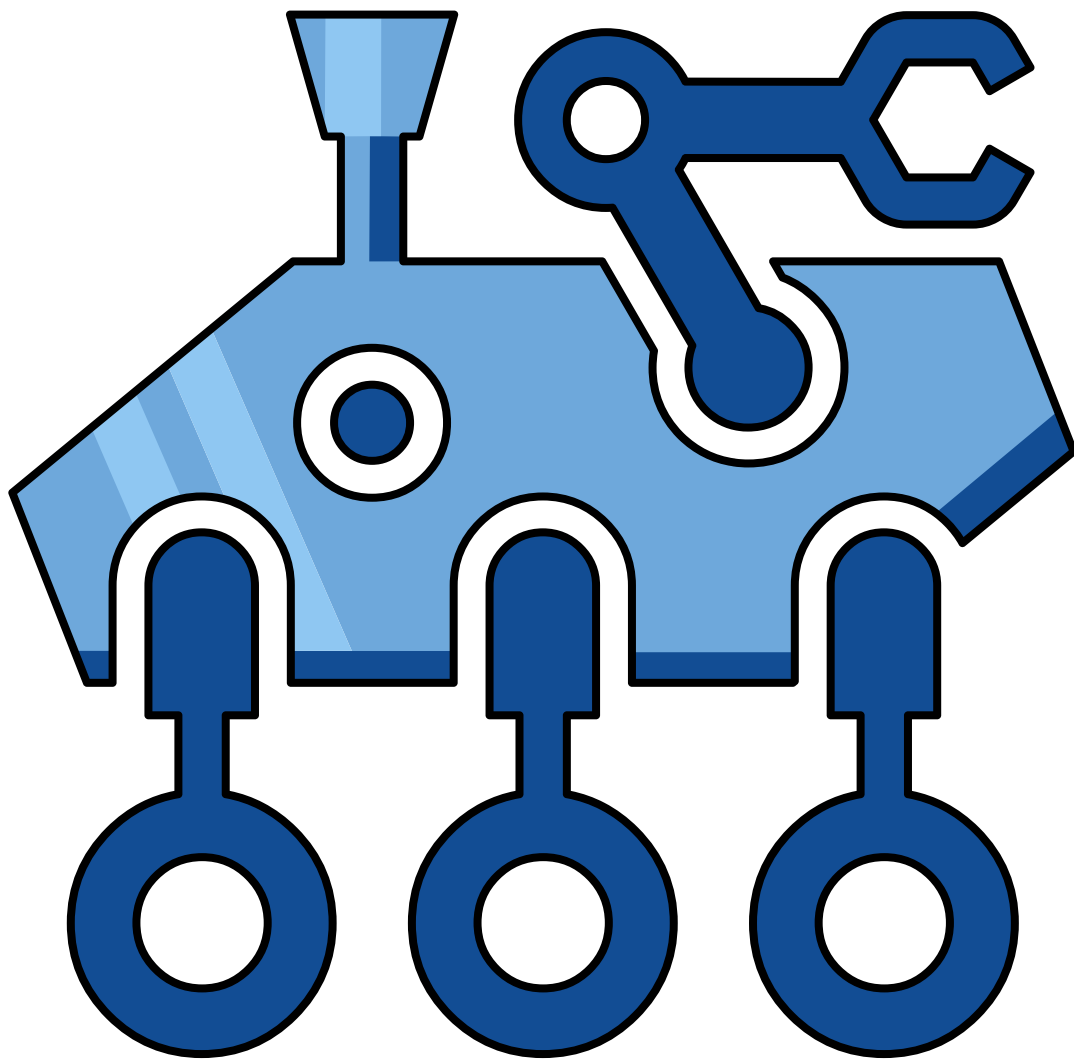
LEAD BY EXAMPLE

PLANNING TIME



BELIEVE IN YOU

TIME TO PERFORM



LEAD BY EXAMPLE

BELIEVE IN YOU

ENGAGE

(Verb)

To actively participate
in a situation, group,
or community.

Name 1 activity that makes you feel alive and invigorated.

Why is that activity so engaging for you?

How does your participation in that activity enhance your life and the lives of the people you care about?

ENTHUSIASM

(Noun)

An energized feeling of enjoyment and interest.

Who do you know who regularly demonstrates enthusiasm?

What does enthusiasm look like? What does it sound like?

What are you enthusiastic about?

In what ways can you share your enthusiasm with others?

EXAMPLE

(Noun)

A person, thing, or action that demonstrates characteristics that are desired or sought after.

Name 1 younger person that you know who you would like to set a good example for.
Ten years into the future, what do you hope that person says when they're asked to describe you?