

Wind Turbine Relay Race

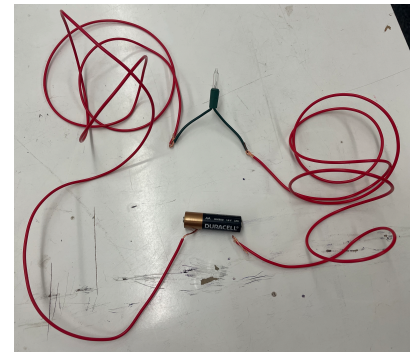
1. **BACK-TO-BACK STAND-UP** - Start the race with team members back to back in groups of 3 or 4. On the whistle, students lean back and use one another for stability to stand up and run to the next station.



2. **BATTERY BAG** - When the whole team arrives at station 2 the team receives a Walmart bag with a lot of random items in it. **WITHOUT DUMPING THE BAG OUT**, students need to find **ONE AA battery AND 1 CHRISTMAS LIGHT** to proceed to the next station, Station 3.



3. **CLOSE THE CIRCUIT** - The entire team stands in a circle. And the adult team leader gives the team two long wires. Using one Christmas light, two long wires, and the AA battery, the team needs to make the light lite-up while they are in a circle.



4. **Paper PINWHEEL** - Each team receives one square piece of paper and directions to make a pinwheel turbine. After the pinwheel turbine has been made, the team can blow on it to make it go around one time, then the adult captain collects it and gives each team member a balloon to put between their knees and waddle to the last station, Station 5.



5. **STATIC STICKAROO** - Once all the team waddles to the last station area, the team must rub the balloon on their head and stick it to themselves using static electricity. When all team members have their ballots stuck to them, the adult leader of the team will yell POP... and the team can sit on their balloons and pop them.



THE FIRST TEAM DONE WITH ALL THE TASKS WILL WIN 'BRAGGING RIGHTS'.