



# Crate Climb

program resource sheet | Early Adolescence

Crate Climb is a group-oriented program requiring students to touch a desired height target (determined by year level) through building a structure out of crates. The group must build the structure with only one person climbing at a time. The rest of the group work to actively stabilise the structure, assisting the student to reach the group's goal. Each student is required to touch the height target within the specific time period, therefore the need to successfully cooperate and collaborate as a team is a must. All students wear helmets and the climber is attached to a safety line controlled by the instructor.

<b>Available at:</b>	Bickley, Ern Halliday and Point Walter.
<b>Challenge considerations:</b>	Team and individual (climber) height challenge.
<b>Duration of program:</b>	90 minutes.
<b>Items required:</b>	Enclosed shoes, knee-length shorts, t-shirt covering midriff and shoulders, sunscreen (if outside) and water bottle. Long hair must be tied back.
<b>Focused Core Shared Values:</b>	<ul style="list-style-type: none"> <li>Social and civic responsibility.</li> </ul>



## Program links:

Crate Climb allows students to practise and demonstrate the skills listed below. Students may be assessed, however it is important that these skills have been covered in a previous learning program.

Outcome	Skill	Elaboration
<b>Interpersonal skills</b>	Communicating	Students must learn to establish effective communication skills. They will need to actively listen to others' ideas and make clear and reasoned statements to ensure their ideas are portrayed and effective team operation occurs.
	Leading, initiating and facilitating	Students are encouraged to undertake leadership responsibilities that promote group effectiveness and success in task outcomes.
	Preventing and managing conflict	During the program there will be conflicting ideas and students will need to learn to suspend negative judgements and/or defend their ideas assertively.
	Cooperating and collaborating in groups	Each student will be required to contribute to the group's overall goal. They are required to listen to others, adapt their communication skills to suit the group's aim and accept personal responsibilities to achieve their own and others' personal goals.
<b>Self-management skills</b>	Understanding emotions	Students learn how others may feel worried or unstable when climbing the crate stack and how they can support others in challenging situations.
	Managing emotions	Students learn strategies to manage their own emotions associated with climbing the crate structure and how to support and encourage others to effectively manage their emotions.
	Reviewing the situation	Students are required to identify elements that can contribute to the group's solution of building the Crate Climb structure. They will need to constantly re-think their design due to potential consequences.
	Planning before deciding	After reviewing the aspects and risks, students must plan and re-evaluate solutions to the design of the Crate Climb structure.
	Deciding and acting	Students need to decide collaboratively on a solution that will meet the individual's and group's goal. They must be able to rationalise their decision and may re-evaluate or modify their decisions where necessary.
	Monitoring and evaluating	During and after the program, students reflect upon and evaluate the group's decisions. An awareness of the overall decision making process is established, which students can apply to future decision making scenarios.

Crate Climb encourages the development of the following Overarching Learning Outcomes

1 2 3 4 5 6 7 8 9 10 11 12 13