

## THE GINGERBREAD MAN

“Run, run, run as fast as you can! You can’t catch me, I’m the Gingerbread Man!”

The story of the Gingerbread Man is very sad. Everyone wanted to devour him, beginning with the old woman who baked him and continuing with everyone else he met as he ran away. The Gingerbread Man planned to escape his pursuers by crossing the river, but he couldn’t wade or swim across the water because he would get soggy and fall apart. A sly fox offered to carry the cookie across on his back, but that was just an excuse for turning the Gingerbread Man into a little snack. It is really too bad your team wasn’t there to help the poor little guy out! Can you create a clever way for the Gingerbread Man to cross the water to safety on the other side?

**Set-Up:** On the floor, tape two parallel lines eight feet apart to mark the “banks of the river”.

**Challenge:** Create a technical device to get one of your team members across the river without getting his or her feet wet.

**Time:** Part One: You will have 4 minutes to construct a technical device that will get at least one of your team across the taped span without placing a foot in the river. There will be extra points for getting the rest of the team safely across.

Part Two: You will have 1 minute to get as many people as possible successfully from one river bank to the other without getting wet.

**Materials:** one potato  
three file cards  
six feet of string  
twelve paper clips

**Scoring:** up to 25 points for the innovative use of materials  
30 points for the first team member who successfully crosses the river  
20 points if the rest of the team also safely reaches the other bank  
up to 25 points for positive team work