

# The Channels Project Directions

## The Required Actions of each Vital Resource:

1. STAY OFF the ground (or Floor)
2. Roll OVER something,
3. Go UNDER something,
4. Move AROUND something,
5. Travel THROUGH something,
6. Go BETWEEN two things,
7. Travel HORIZONTALLY outside the channels
8. DROP DOWN through the air, and
9. Move UPWARD.

## Rules of Play

- The cups, boundary markers, chairs, and central container must stay in their current locations.
- Each participant must always be in possession of one, and only one, channel while working in the boundary area.
- If a vital resource drops to the floor (or ground) somewhere within the boundary area it must be put back into its original place of origin.
- Each vital resource is only allowed to touch the channels when it is within the boundary area.
- If a vital resource is touching a participant's channel, this participant must keep their feet planted on the floor (or ground). Other parts of the person's body are free to move.
- A designated timer in your group will start the time as soon as a vital resource enters the limits of the designated boundary area. The timer, keeping track of the time, will stop the time when the last vital resource is dropped into the warehouse (wide-mouth container) or when the time reaches 20 minutes - at which point the group must stop all action.

## BLOOM'S TAXONOMY

