



A B C D E F G

## Archaeology Relay Race

### You will need

- Paper
- Pen/Pencils

### This activity could count towards

Cubs - Requirement 1, Scouts - Requirement 1,  
Explorers - Requirement 1

### Activity Details

Time: 10 minutes

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Indoors & Outdoors

Teams

C/S/E

### Before you begin

- This can be a great activity to start an evening before introducing archaeology, but be aware that some young people may be anxious about spelling; see 'Make it accessible' section
- Decide how many teams you are going to have
- Print out the final page of this resource, or simply make your own templates using A4 paper; you will need the same number of copies as you have teams

### Activity

1. Split the young people into several teams.
  - . Ask the young people to line up in their teams.
  - a. About 4 metres in front of each team there should be a piece of paper, a pencil and a leader to give support to those that need it.
2. Explain the aim of the game: to be the first team to spell the word 'Archaeology'.
3. When the leader says, 'Go!' the game starts with the person at the front of the line writing down the first letter, then going to the back of the line.
4. The next team member comes forward and writes the next letter.
  - . Each team member can write down only one letter.
  - a. When someone puts down the wrong letter, the team must restart the entire word. The leader at the front of the line oversees the spelling.
5. Once the team has written down the word 'Archaeology' correctly, they sit down. The other teams can continue until all the teams have spelt the word.
6. The first team to spell the whole word 'Archaeology' wins.

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### Reflection

How many goes did it take to spell the word? It is important to include everyone in activities and work as a team to achieve a task. We think that Archaeology is such a long word because of the huge number of fascinating topics within it, whether it be archaeological science, an ancient language, or the entirety of the human past.

### Change the level of challenge

You could try this game with any word of your choosing, to make it easier or harder. Please see our Glossary for other archaeological words.

You could allow each team member to write down more than one letter.

### Make it accessible

This game doesn't have to be done quickly, and you could instead work as one whole team to spell the word so there's no competition.

If some of your young people struggle with mobility, you could have them set up in a line, standing, sitting, whatever is most comfortable, and pass the piece of paper down the line, rather than everyone coming up to the front.

If the young people struggle with fine motor skills, they can tell the leader at the front of the line the letter they want to put down.

An alternative to writing could be to have sets of letter cards for the young people to choose from with which to spell the word. (Note: you would need multiple cards for some letters.)

### Safety

The young people can get quite excited when there is competition involved, so make sure that they understand the rules and there are no hazards in the game area.

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