

W9847 Wrist Links™

(Set of 6)

Activity Ideas



Relay Races – Connect 2 or more players from the same team and make them run together. If they break the link while running, they have to stop and reconnect before they can move again. When they reach their destination, they move the links onto the next two players on their team. You can let the players pick their own partner to be linked with or assign partners. Connecting the faster runners with the slower runners, will require the most teamwork!

Search and Find Partner's Race – Separate your group into two groups of equal size (they must match exactly, if you have an odd number of players then one player will have to be the judge for that round). The two groups must be positioned so that they cannot see one another at the start. Each player is given one half of a wrist link and must place it on their left or right wrist. At a "Start" signal players must find the player from the other group with the matching colored wrist link connect to their partner. Once connected, they can move to the starting line and run (or walk, or skip, etc.) to the finish line. Note that players cannot change hands when connecting to their partner. So if both players happen to have the wrist links on the same hand, this will probably cause some teams to have to have one player run backwards!

Team Bowling – Connect two players wrist together and require them to bowl as a single player. One hand from each player would be placed under or on the side of the ball and they would roll the ball together. If they break the link during any shot, they loose 2 points from their total score at the end of the string. A running total would be kept of the number of times the link breaks and that total (times 2) subtracted from their total score.

Team Sports – Link players together in groups of 2 and try playing your favorite team sport! Works well for basketball, soccer, and volleyball. In basketball or soccer, if the link is broken those players must stop playing until they get reconnected, while the rest of the players continue! For volleyball, if the link breaks during play then the team with a broken link loses the volley and the volley ends. If both team break a link simultaneously (at about the same time), then the point is replayed.

Dodgeball! – Link players from the same team together in groups of 2 together. The game is played by your regular dodgeball rules, except that if the link between any two players is broken at any time for any reason, then both players on that team are out for that game. If either player on a team is hit with the ball without catching it, then the two players linked together are out. Because players are linked together, it should be more difficult for even the better players to throw the ball as hard as usual.

Chain Link Dodgeball – Link all players on both teams together in one long link. Play like regular dodgeball with these additions. If a player is hit or their ball is caught by the opposite team, then they must break a link that they have with one of their teammates. Players are eliminated completely from play when they have no more links to break.

Teamwork Circles – Connect up to 6 (or more players, if you purchased more than one set of Wrist Links) together to form a circle. Both hands on all the players should be connected to 2 different players. Hand one player a ball and see if they can pass the ball all the way around the circle with breaking any links or dropping the ball. Each player must hold the ball by themselves at least momentarily while the ball is being passed around. For an added challenge, see how fast the ball can be passed all the way around and have teams compete against themselves for a "world" record or against another team.

Teamwork Line Links – Connect up to 7 (or more players, if you purchased more than one set of Wrist Links) players together in a single long chain. Position a container of balls (any size balls and container) at one end of the chain and an empty container at the other end of the chain. Players must move all the balls from one container to the other without breaking any links! Alternatively the last player could be required to complete a task, like shoot a ball through a basketball hoop. They would earn one point for each basket attempted and an additional point for each basket made during a specific time period.