

THE MACGYVER CURRICULUM: CLASSROOM CRISIS CHALLENGE

**THE GAME FOR TEACHERS
TO FIND JOY IN RESOURCEFULNESS.**

THE JUNK DRAWER KIT



- ☒ PAPERCLIPS & BINDER CLIPS
- ☒ RUBBER BANDS & TWIST TIES
- ☒ PIPE CLEANERS & STRAWS
- ☒ MASKING TAPE (ROLL)
- ☒ UNIFIX CUBES OR BLOCKS
- ☒ INDEX CARDS
- ☒ 12" RULER



The Gravity-Defying Lesson

Build a structure at least 12 inches tall that can hold a single dry-erase marker at the very top.



The Student Distractor

Create a fidget device that makes zero noise but has at least three moving parts.



The Hall Pass-apult

Create a device that can launch an object across the room.



The Quiet Signal

Design a non-verbal tool that can be seen from the back of the room to tell students to "Check your volume."

HOW TO PLAY:

The Build: Teams have exactly 3 minutes to use their "Junk Drawer" objects to build a solution.

The Pitch: One team member has 30 seconds to explain why their invention is the ultimate "Teacher Hack."

The "Joy" Vote: Instead of points, the "winning" team for each round is the one that made the group laugh the hardest or had the most "Aha!" moment.

HAVE FUN! RELAX! LAUGH! RECONNECT!