

The Old Collier Golf Club

T-Rex Game Instructions

The last 15 minutes of the school tour at The Old Collier Golf Club are left for the T-Rex game. Below are game instructions:

1. Draw 11 steps going up to a platform. (see diagram below)
2. Put a "T" on bottom step, skip a step and put a "Y".
3. Tell them that "Y" is for You (the class) and "T" is for T-Rex.
4. Ask them: What does a T-Rex do if he catches you? They answer: He eats you.
5. They pick a spokesperson for the entire class.
6. Direct questions, goofy or serious, to the spokesperson.
7. After conferring with the group, if the answer is correct, the "Y" jumps up 1 step; if wrong, the T-Rex jumps up 1 step.
8. By virtue of questions, makes sure T-Rex stays on the heel of "Y" the entire game.
9. When the last question is asked, the kids are not sure if they will win or lose. Always makes sure they win the last question.
10. One method of adding excitement is to tell them that if they run out of time, T-Rex wins which means no additional trips to the "Candy Store".