

# ACTIVITY - FAST AND FURIOUS

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**Why:** This activity is designed to demonstrate the effects of speed on accuracy and quality of a result. This can then be used to promote discussion about the effects of speeding on driver ability and safety.

## HOW TO RUN THIS ACTIVITY

Challenge students to undertake a simple task under a 10 second limit (e.g. constructing a Jenga tower or painting a particular picture). The idea is that the time limit is impossible so it ends in a poor/messy result. Repeat the activity under a longer time limit to demonstrate how giving yourself more time can mean a better result.

## IDEAS OR THINGS TO CONSIDER

- You could make the task competitive by having two or more running alongside each other simultaneously.
- Use social media and school notices to promote the activity.
- Hold an assembly following the activity to reinforce the message and ensure everyone understands the learning behind it.
- You could approach local businesses about sponsoring spot prizes for the event or purchase Kaitiaki o Ara/SADD merchandise from the website.