



# BRAIN MARATHON

## BRAIN TRAINING INTERACTIVE DYNAMIC

### TOPICS

Brain Game  
Problem-solving  
Interactive  
Teamwork  
Competition

### PARTICIPANTS

Age | 15-99 (however,  
questions/tasks can be  
changed to participants  
under 15)

Number | 2-30

### OBSERVATIONS

Material is made of wood and paper, so it is largely flammable. Keep away from fire, open-flame lights or radiant heat.

Cleaning: wipe it with a dry towel.

Recommendations: for use in Classroom, Youth Exchanges, Study Visits and Open Days at School.

### MATERIALS

- 6 different colour wooden game pieces
- 1 wooden dice (with 1-6 points)
- 20 red cards with questions
- 20 blue cards with tasks
- 20 red + 20 blue squares
- 1 "start" + 1 "finish" square
- 1 piece three minutes hourglass

### INSTRUCTIONS 1/2

**Rules:** The participants (teams) select one of the 6 coloured wooden pieces and place it on the Start square. The cards are shuffled and put in an easily accessible location. On the floor, the 40 squares (20 red and 20 blue) are placed in a random order, beginning with the 'start' square and ending with the 'finish' square. During the activity, if the cards run out, they shuffle the collected pack again and put it back into play.

**Procedure** The first participant to play is determined by chance before the game: each player/team rolls the dice and the player (or team) that rolls the highest number starts. The persons/teams follow each other clockwise. The first turn starts on "start" square which is painted red and blue. This is the only square where players can decide whether they chose a red or blue card task. After leaving the "start" square, the colour of the square indicates the colour of the card to be drawn: participants draw a red card on a red square and a blue card on a blue square.

### DURATION

Usually it can take 45-60 minutes for all steps.

## INSTRUCTIONS 2/2

### **The goal:**

Arriving to the “finish” square. The team that gets to the “finish” square first is the winner. Every task or question should be read out loud!  
The time required to complete each task is 3 minutes.

### **Game versions:**

**Version #1:** Once the team selected a card and answered the question or completed the task, they can roll the dice and advance according to the number they rolled. If they are unable to answer the question or complete the task, they are not allowed to roll the dice and advance. In this case, the other teams can try to steal the play by raising their hands if they think they know the answer to the question or how to solve the task. In the latter case, the first team to raise their hand may roll the dice after giving the correct answer, and advance according to the number rolled. The teams then take turns in the original order.

**Version #2:** No need of dice. The tasks and questions are categorized by difficulty in groups of 2-4-6 points. The first team on the “start” square can decide whether they draw a 6, 4 or 2 point red (with questions) or blue (with tasks) card. If they can answer the question or complete the task, they can advance according to the points on the card. If they fail, they do not advance and the other teams can try to steal the play. In the latter case, after giving the correct answer or fulfilling the task, the team in case may roll the dice and advance accordingly. The teams then take turns in the original order.



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