

TEAM POWER

GOALS

IN THIS UNIT, YOU WILL:

- Read about an unusual team game.
- Learn about the factors that can make a team successful.
- Explore ways to work together.

THINK AND DISCUSS

1. Where can you find people working as part of a team?
2. Some teams work better than other teams. Why do you think that is?



Participants called 'Castellers' form a human tower during La Mercè Festival in Barcelona, Spain.

PRE-READING

A. Look at the pictures on pages 26 and 27. Write answers to the questions below. Then discuss your answers with a partner.

1. What are the people doing? What materials are they using?

2. What do you think the Marshmallow Challenge is?

B. Read the first sentence of each paragraph on page 26. Choose the best answer to the question below. Then read the whole passage to check your ideas.

What is the passage about?

- a. How business people play a team game.
- b. How a man designed a team game.
- c. How people work together in a team game.



A close-up photograph of a pair of hands holding a light blue, textured paper cup. The cup is overflowing with white, soft marshmallows. The hands are positioned at the bottom of the frame, with fingers wrapped around the cup. The background is a warm, out-of-focus orange-brown color. The text 'THE MARSHMALLOW CHALLENGE' is overlaid in large, bold, black letters on the right side of the cup.

THE MARSHMALLOW CHALLENGE

▣ “Every project has its own Marshmallow,” according to designer Tom Wujec. The Marshmallow Challenge helps people understand what he means.

What can you do with 20 sticks of spaghetti, one yard of tape, one yard of string, and one marshmallow? Try the “Marshmallow Challenge”!

- 1 The Marshmallow Challenge is a team game. The goal is to build the tallest **tower** you can in 18 minutes. You don't have to use all the spaghetti, string, or tape, but the marshmallow must be at the top of the tower. The tower has to stand up by itself without any support. The team with the highest tower wins the challenge.
- 2 The idea for the activity came from a **designer** named Peter Skillman. Skillman's idea inspired another designer, Tom Wujec. Wujec thought the activity might be a great way to learn how people collaborate, or work together, better.
- 3 Wujec noticed that the best teams have three different kinds of people in them: **experts**,

organizers, and experimenters. The experts know how to build strong **structures**. For example, they tape the spaghetti into small triangle shapes because triangles are **stable**. The organizers know how to **plan** a project. They help the team complete the project on time. The experimenters build lots of different towers. They try different prototypes until they find the right one.

- 4 Wujec has held more than 70 Marshmallow Challenges around the world—many with business people. Wujec realized that if business people work better as a team, they make better **products** or provide better services. As he says, “every project has its own marshmallow.” With a simple team game, business workers and other groups of people can learn how to collaborate better and become more **successful**.

prototype: *n.* a model that you make before building something

The **Challenge**

18 minutes. . . Teams of **8**. . . **Tallest** freestanding structure



20 sticks of spaghetti + one yard of tape + one yard of string + one marshmallow



A team participates in the Marshmallow Challenge.

Developing Reading Skills

GETTING THE MAIN IDEAS

Use information from the passage on pages 25–26 to complete each statement.

1. When people do the Marshmallow Challenge, they learn how to _____.
 - a. plan a large project
 - b. work as a team
 - c. design a real building
2. Tom Wujec learned that the best teams _____.
 - a. have people with different skills
 - b. plan only one tower
 - c. have business people in them

IDENTIFYING MAIN IDEAS IN PARAGRAPHS

Most paragraphs have a sentence—sometimes called a *topic sentence*—that tells the reader what the paragraph is mainly about. This main idea is usually in the first sentence of the paragraph, but it is sometimes in the last sentence or in another part of the paragraph.

- A.** Read the last two paragraphs of the passage again, and find the sentence with the main idea in each. Write them below.

Paragraph 3: _____

Paragraph 4: _____

B. The paragraph below describes the Marshmallow Challenge. The sentences are not in the correct order. First, find and underline the topic sentence. Then put the sentences in order by numbering them 1–4.

____. They have to finish in 18 minutes. _____. The Marshmallow Challenge is a great activity
 for teaching teams to work together. _____. People can then use their new collaboration skills
 in their real job. _____. In the activity, teams work to build a tower with unusual materials.

IDENTIFYING SUPPORTING DETAILS

Complete the mind map using the words and phrases below. Refer to paragraphs 3 and 4 of the passage on page 26.

- a. makes products
- b. strong structures
- c. more than 70
- d. plan projects
- e. try different
- f. provide better services



BUILDING VOCABULARY

A. Use *bold* words from the passage on pages 25–26 to complete each definition.

1. _____ are people who have special knowledge.
2. _____ are buildings of any kind.
3. If an object is _____, it is strong and steady.
4. If you are _____, you reach your goal or get a good result.