

Taskmaster Club: Session 4 Instructions

Do Unto Others

Skill development:

- Performance
- Creativity
- Reasoning

For this session you will need:

- Pen and paper for the Warm-Up Task;
- A computer and projector / board / TV to show the *Session 4: Do Unto Others...episode* from your club page at <http://www.taskmasterEducation.com>;
- Read the Main Task carefully and decide if you'd like to prepare any materials in advance.

Prize Task: Something that makes you smile when you hold it.

Something that makes you smile when you hold it.

It could be your mum's hand, your favourite toy, or that medal you won at sports day. Your job, as ever, is to pick the thing that would make you smile the most if you held it and reward those with excellent explanations.

Warm-up Task: Tell the Taskmaster an interesting fact about 1 team member, if the Taskmaster fails to guess who it is about, you win points.

In your teams, decide on the most interesting true fact about a team member. Each team will then say their fact out loud to your Taskmaster and they will guess who the fact is about. If the Taskmaster guesses wrong, your team wins a point. Repeat the task for two more rounds.

Give the teams time to discuss and write down some interesting facts about themselves. Remind them to pick one that isn't obviously attributed to any one of them in particular.

Each team reads out their fact and the Taskmaster guesses who it is about. If they guess correctly, the team wins no points. If their guess is incorrect, the team wins a point.

This can be repeated as many times as you can fit in before the clock ticks down.

Simplify	- Remove the need for writing by asking for a spokesperson to say the facts for each team.
Twist	- Allow the teams to have one made-up fact per team included in each round.

Main Task: Set a fun task for another team

Set a fun task for another team. Your task must take no more than 1 minute. You have 8 minutes to agree your fun task with your team before the Taskmaster decides which team will carry out your fun task. The task that is most fun wins.

You might want to add restrictions about equipment or where the tasks can take place, depending on your Club location. Encourage the teams to think carefully about the wording of the task and imagine what they think the other teams would do to tackle it. Often the best tasks that can be approached in many different ways.

Once the prep time is up, choose which team is to carry out each of the tasks set by another team. Then watch each team attempting the tasks and decide which tasks look like the most fun.

If any of the tasks are especially fun, do share send them with us at info@taskmastereducation.com and we might use them in a future series of Taskmaster Club. Full credit will be given to the task writer.

Simplify	- If the teams are struggling for inspiration, tell them they must include particular items in their task, like shoes and a hoop, or whatever you fancy.
Twist	- Set each of the teams a particular task theme, such as construction, measuring, estimating etc.

Clip from **TASKMASTER**

This week's clip is from Series 2, Episode 4 – Set a fun task. Your task must take no more than one minute. You have ten minutes. Your time starts now.

Prize Task: The best piece of art.

The best piece of art.

Art is subjective, so the teams will have to think about what sort of art would impress their Taskmaster and think of the most convincing justification for why it is 'the best'.

If You Have Time Task: Compliment a member of another team.

Compliment a member of another team. The most heartfelt and moving compliments win.

This is a nice one to end the club on. Let the compliments flow and decide which were most heartfelt and moved you the most. Then, dish out some points.

Simplify	<ul style="list-style-type: none">- Model some examples of heartfelt compliments if required.- Discuss the sorts of things that you might compliment someone about.
Twist	<ul style="list-style-type: none">- Bonus points if anyone in the room is moved to tears (in a lovely way) because of the compliments.

