

# Taskmaster Club: Session 3 Instructions

## If You're Happy and You Know It

### Skill development:

- Teamwork
- Creativity
- Performance

### For this session you will need:

- Some balls, some obstacles, and some space for the Warm-Up Task;
- A computer and projector / board / TV to show the *Session 3: If You're Happy and You Know It...* 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: Best toy meant for someone younger than you.

*The best children's toy meant for someone younger than you that you secretly still really like and would happily still play with.*

### Warm-up Task: Kick the ball to the end of the course...while holding hands.

*As a team, kick the ball to the end of the course. All team members should be holding hands and then complete the course set by your Taskmaster while kicking a ball. Team members must hold hands throughout. If hand links are broken during the task, the team must return to the start of the course. Every team member needs to kick the ball at least once. Fastest to the finish line wins.*

You will need to set up the course in advance of the session and where you do it (and how fiendish you make it) will depend on the age and ability of your contestants, as well as the environment you are in. Ideally, you will be able to go outside and include a few obstacles.

Simplify	<ul style="list-style-type: none"><li>- Make the course a straight line across a field/playground/sports hall.</li><li>- Only 2 team members need to complete the course.</li></ul>
Twist	<ul style="list-style-type: none"><li>- Bring a range of different balls to the session and ask the teams to choose their ball before attempting the task.</li></ul>

**Main Task: Put on a powerful performance of a nursery rhyme.**

*Put on a powerful performance of a nursery rhyme to teach and inspire younger children. You have 10 minutes to rehearse your powerful performances and then up to 90 seconds to powerfully perform them. Your time starts now.*

What makes a performance powerful could be up for discussion, but the ones that are emotionally moving would get the big points for us.

Occasionally we encounter a little reluctance from one or two team members during performance tasks. We always encourage team members to listen to each other's ideas and find ways to involve everyone in their team. This will involve compromise and negotiation and is often where the real learning benefits of Taskmaster Club can be found. We encourage you to reward those teams who work well together, listen to each other, and improve over the weeks with points. However, you are the Taskmaster, so the decision is yours.

Simplify	- Select a nursery rhyme for the groups and ask them to perform it.
Twist	- Get each team to select a random object (from those you choose to provide) that they must incorporate into their powerful performance.

**Clip from TASKMASTER**

This week's clip is from Series 16, Episode 6 – Present a piece called 'Heads, Shoulders, Knees and Toes'. Most powerful piece wins. You have 20 minutes. Your time starts now.

**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.

**If You Have Time Task: Passionately perform, 'Heads, Shoulders, Knees and Toes (Knees and Toes)**

*Sing and perform 'Heads, Shoulders, Knees and Toes (Knees and Toes). Most passionate performance wins.*

They might be a little inspired by the Taskmaster clip they've just been shown, but most won't be able to (or want) to recreate the performances from the comedians. We're really just expecting the team who performs Heads, Shoulders, Knees and Toes (Knees and Toes) with the most gusto to collect the big points.

If your teams are unfamiliar with the song, pick a suitable song that has actions that everyone knows and encourage them to really go for it.

<b>Simplify</b>	- Only one member from each team needs to perform.
<b>Twist</b>	- Take a line each to perform. - Perform it as a dramatic poem.

