



SEK ECUADOR INTERNATIONAL SCHOOL

THE GUÁPULO MYSTERY

THEME:

“The Guápulo Mystery”

ORGANIZED BY:

- Computer Science and Dynamic Expression Departments
- Teacher in charge: P.E Coordinator Fernando Chávez
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MODALITY:

- All the delegation participants

PARTICIPANTS:

- Unique category.
- Participating students.

OBJECTIVES:

- Work using group integration.
- Work as a team to reach the established goals.

TECHNIQUE:

- The students will answer questions from all the departments in order to complete The Guápulo Mystery.

FORMAT:

- The delegations will perform a Gimkana in the Guápulo Monastery with 40 control points in which different skills and knowledge must be employed.

MATERIALS:

- Every participant must be disguised as a monk.

WORK METHOD:

- The delegations will perform a Gymkhana in Guápulo discovering the hidden mystery behind the walls.
- There will be two tests adapted to the age and language of the different participants.

REGULATIONS:

- Every delegation will have a designated time of four hours for this contest.



EVALUATION SYSTEM:

- Percentage of progress:

CRITERION	POINTS
Each goal passed throughout the activity.	The initial score will be subtracted by 1 with every goal passed.

- Timing:

CRITERION	POINTS
Tiempo total por recorrido.	1 point per second.

The delegate with the lowest score will win.