

B A T T L E S



TRANSPORT

I N S T R U C T I O N S

Interreg
North Sea



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GRIT

Dispatch me please!

E

- 2 blindfolds
- Cones and other materials to build a mini obstacle course
- Dice with coloured sides



TRANSPORT

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All those trucks on the road — how do they know where to go and what to do? There is one key person: the dispatcher! The dispatcher guides different drivers with the right information to the right place. Drivers must trust their dispatcher blindly.

That's exactly what we will do!

Each team has one driver and one dispatcher. The driver gets a blindfold. He/she must complete the obstacle course as fast as possible. The dispatcher guides the driver only using their voice. Important: you may talk, but you may not touch each other.

The other team members take turns rolling the colour dice (each turn, someone from the opposing team rolls).

If you roll green, you become the new dispatcher of your team.

If you roll red, your driver gets a setback.

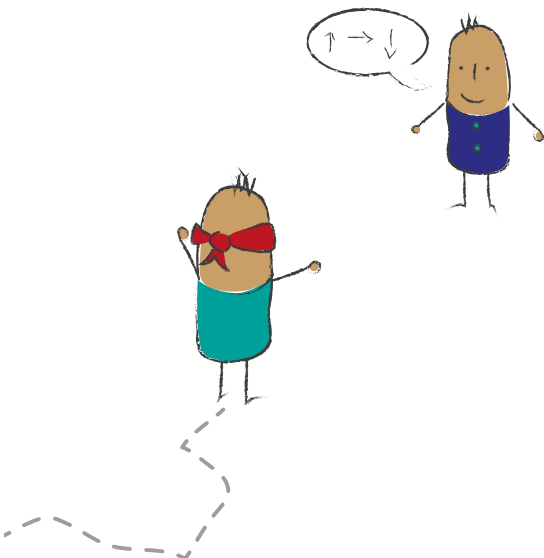
Other colours have no effect.



For the facilitator:

Create two similar obstacle courses (one for each team). Use material from the box and anything around you (chairs, backpacks, branches...). Keep an eye on safety and intervene if necessary.

- **Traffic jam!** You're stuck — stand still for 10 seconds.
- **Mandatory rest time!** For safety reasons, truck drivers must rest — stand still for 5 seconds.
- **Major accident!** You were too careless and drove off the road — return to the start.
- **Flat tire!** Continue on one leg, or go via the garage and restart from the beginning on two legs.
- **Car sick!** Spin around 5 times before continuing.



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ENVIRONMENT

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- Acting cards (small cards)
- Guessing cards (2 large cards)
- Hourglass (30 seconds)



ENVIRONMENT

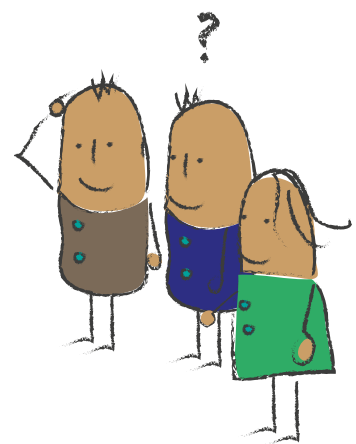
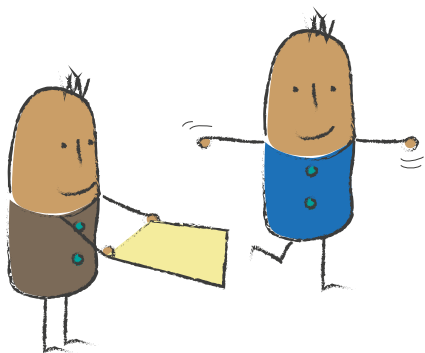


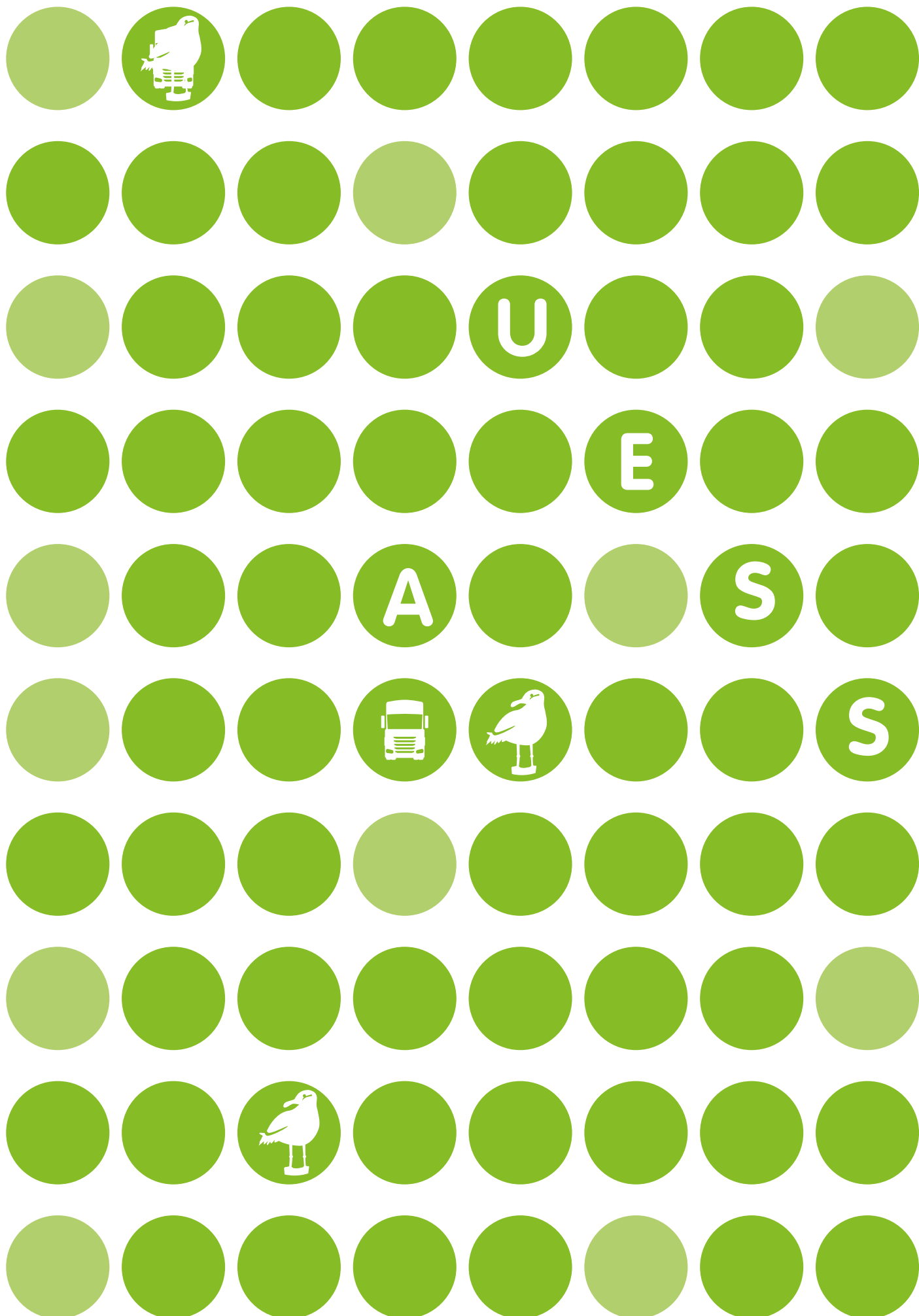
You may not expect it, but many animals live in the Port of Antwerp. In this battle, they play the leading role. We are going to act out animals — but not just any animals — the ones that live here.

One team member acts without making any sound. You have 30 seconds to act out as many animals as possible. The other team members receive a card with all possible animals, making guessing easier.

To keep it fair, you may only guess 5 times per card. No passing allowed.

Players take turns: someone from team A, then team B, and so on until everyone has played. The team with the most correctly guessed cards wins.







Slechtvalk



~~Konijn~~



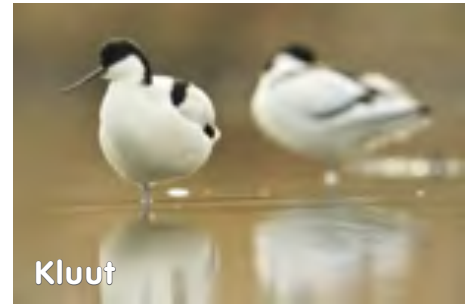
Strandplevier



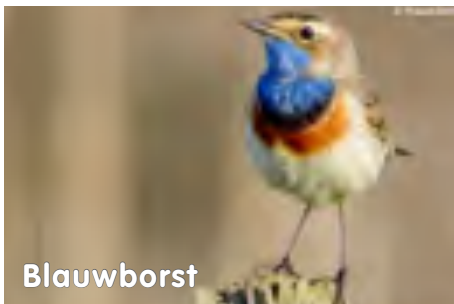
Zwartkopmeeuw



Gierzwaluw



Kluut



Blauwborst



Bruinblauwtje



Aalscholver



Bruine kiekendief



Fazant



Konikpaard



Visdief



Huiszwaluw



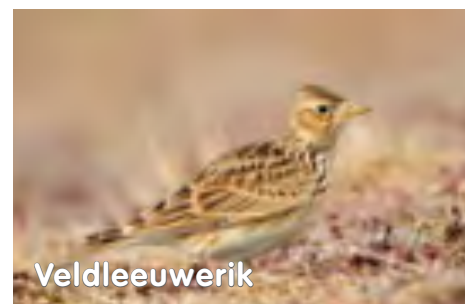
Meervleermuis



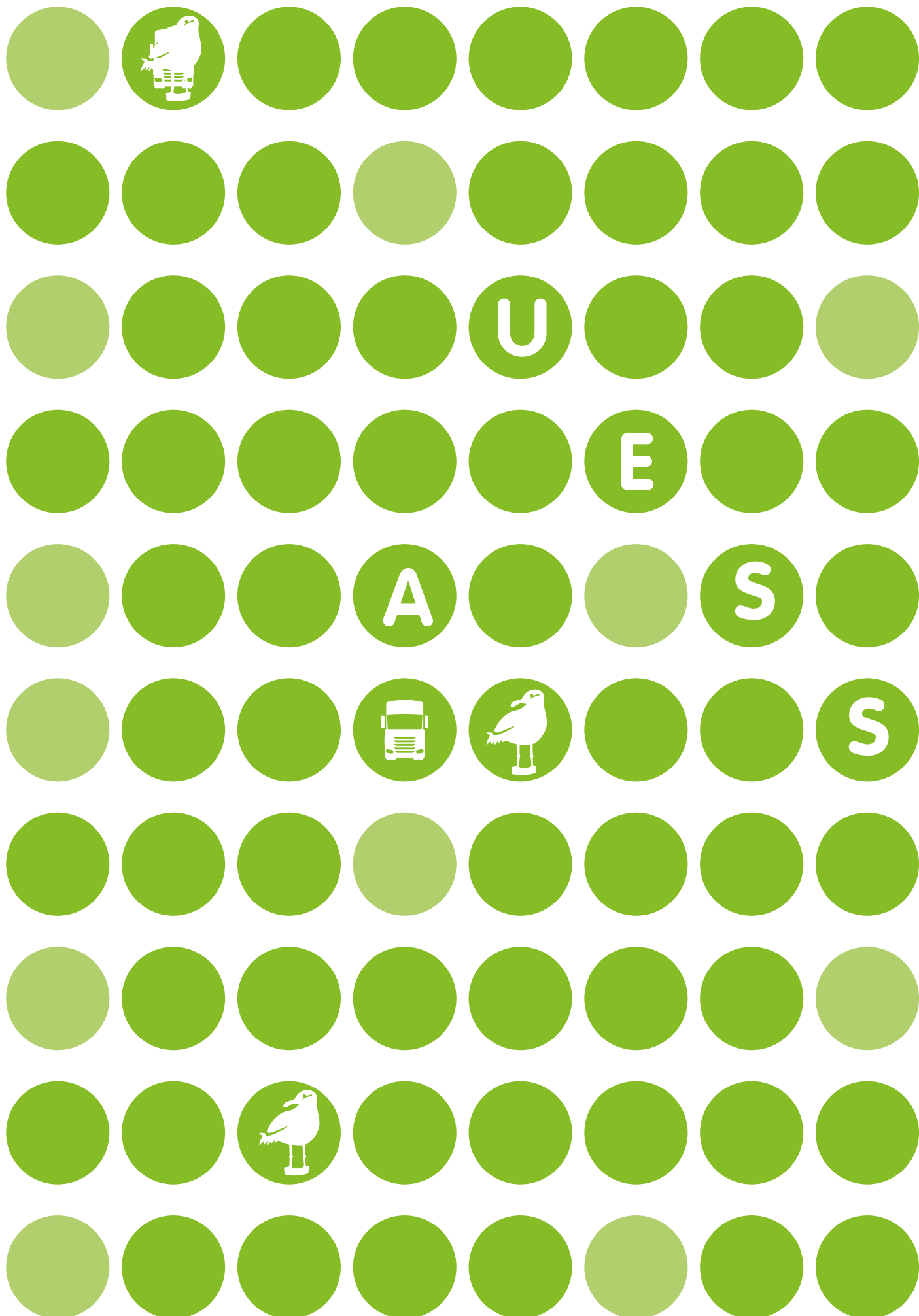
Rugstreeppad

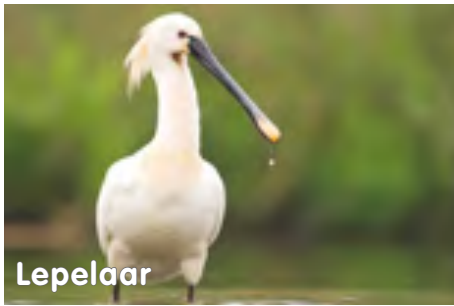


Oeverzwaluw

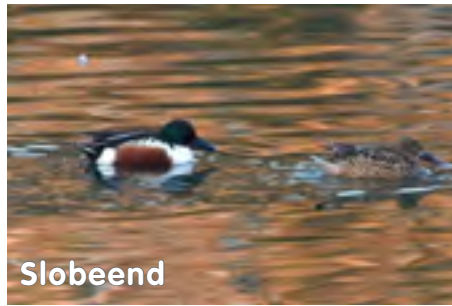


Veldleeuwerik





Lepelaar



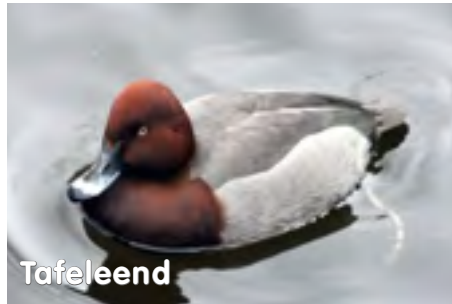
Slobeend



Draaihals



Wintertaling



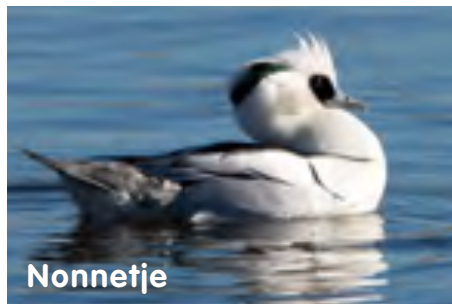
Tafeleend



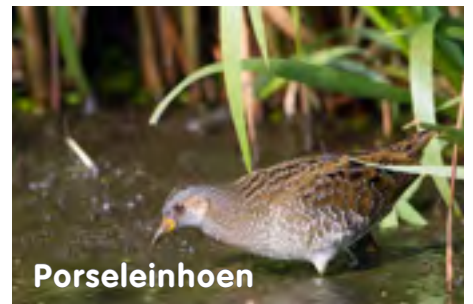
Bergeend



Zomertaling



Nonnetje



Porseleinhoen



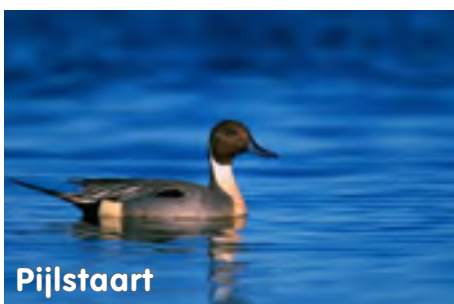
Smient



Brilduiker



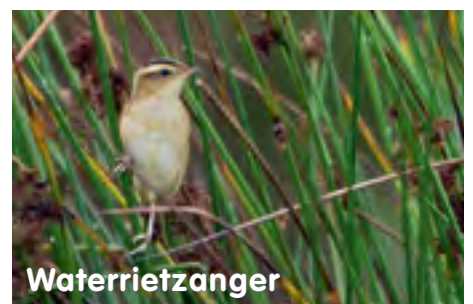
Bosrietzanger



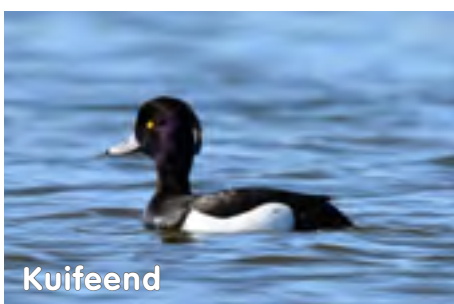
Pijlstaart



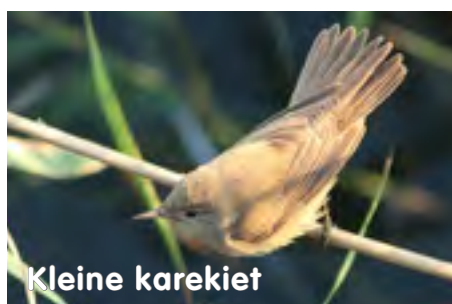
Meerkoet



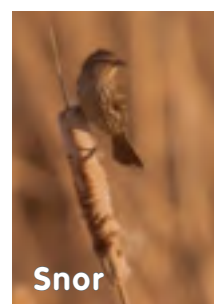
Waterrietzanger



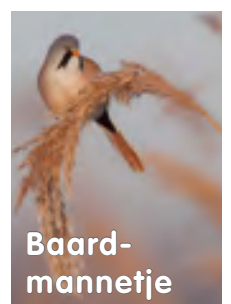
Kuifeend



Kleine karekiet



Snor



Baard-mannetje

Guessing Card – Side 1

Peregrine Falcon	Rabbit	Kentish Plover
Mediterranean Gull	Common Swift	Avocet
Bluethroat	Blue Argus (Butterfly)	Cormorant
Marsh Harrier	Pheasant	Konik Horse
Common Tern	House Martin	Pond Bat
Natterjack Toad	Sand Martin	Skylark

Guessing Card – Side 2

Spoonbill	Shoveler	Wryneck
Teal	Pochard	Shelduck
Garganey	Smew	Spotted Crake
Wigeon	Goldeneye	Sedge Warbler
Pintail	Coot	Aquatic Warbler
Tufted Duck	Reed Warbler	Savi's Warbler
Bearded Reedling (Bearded Tit)		

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- 2x Step-by-step cards
- 4 signalling flags
- 4 semaphore alphabet sheets
- 2x paper and pen/board for the last player



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Just like wind, water, and sun, biomass is an important source of renewable energy worldwide. Biomass is biological or organic material such as wood, manure, plant waste, or food scraps. When it ferments (= rots), gases are released. These gases can be burned to produce heat or energy.

Think of a campfire: burning wood releases heat. This heat warms water into steam, which drives a turbine that generates electricity.

We hope you paid attention — the next task is all about biomass power plants.

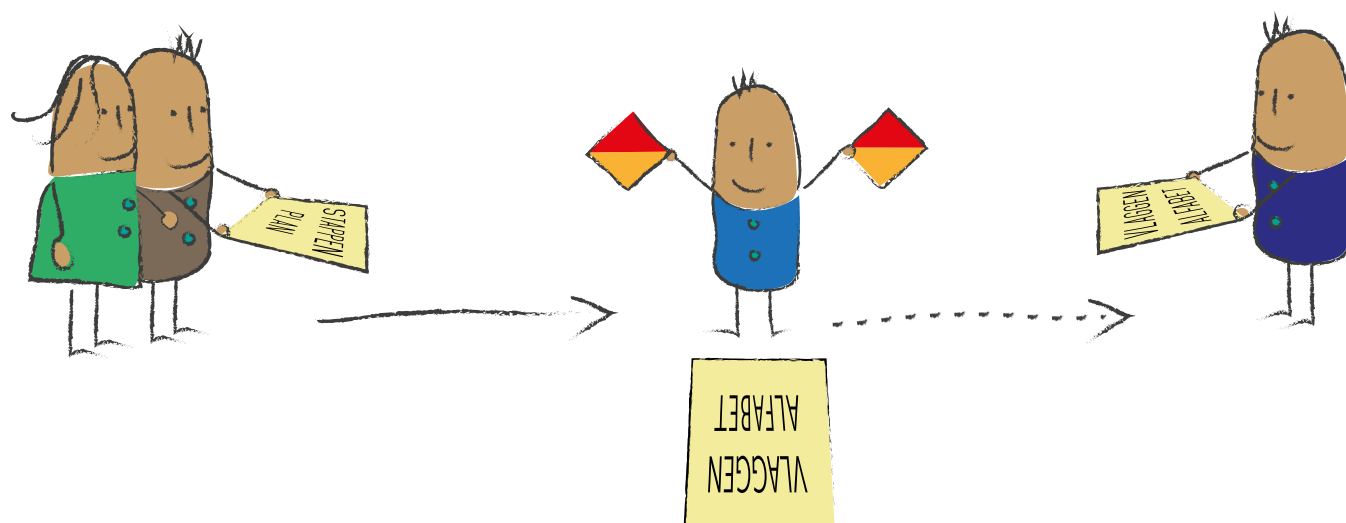
The first two players of each team must place the steps of a biomass plant in the correct order. They pass letters to a third person, who signals them using flag semaphore alphabet to a fourth person. The fourth player gives the answer to the facilitator. The fastest team wins.

Tip:

When signalling with flags, think about your orientation (mirror image). Make clear agreements quickly.

Tip for teachers:

Ensure enough distance between the signalling players so they cannot shout.



B A T T L E S



E

E

S T E P - B Y - S T E P P L A N

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GRIT

S E

S E

E E



E N E R G Y

- A 
- B E 
- C Gas 
- D S 
- E 
- F 
- G 
- H 
- I 
- J 

B A T T L E S



E N E R G Y

F L A G A L P H A B E T

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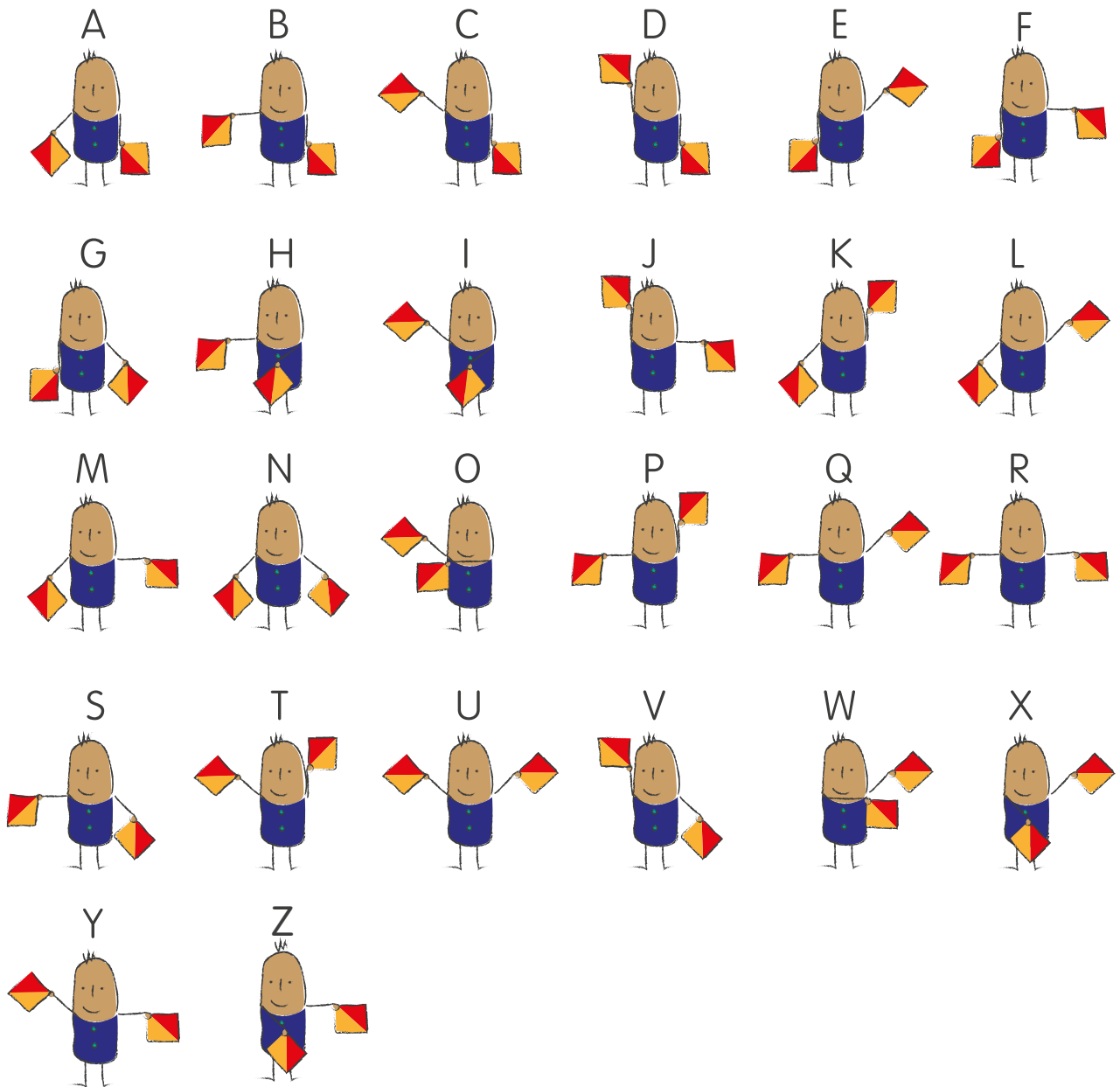
E

E

E



E N E R G Y



B A T T L E S



DIS TR I B U T I O N

I N S T R U C T I O N S

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Warehouse game

E U E

- 2x rule card for students
- 2x order list (phase 2)
- Wooden goods cubes
12 red - 12 yellow - 12 blue
- Cones



DISTRIBUTION

The facilitator sets up two identical warehouses (one per team).

- Make a starting line.
- Place cones every 2 meters to mark the aisles.
- At each cone, players will place goods.

E



In and around the port, you find many warehouses where goods are stored before being distributed to their destination. When you order new sports shoes online, they are stored in a warehouse until your order arrives. Workers then pick the items — this is called order picking. That's what you will do now.

This battle has two phases:

- **Phase 1 – Warehouse Setup**

You have 5 minutes to organise your warehouse. The better your layout, the faster you will be in the next phase. You receive a rules card to guide your setup.

- **Phase 2 – Order Picking**

You will now handle customer orders. Who can finish their list first?



Give each team a rule card and 5 minutes to set up their warehouse. Do not give the order list yet — only at the start of phase 2.!

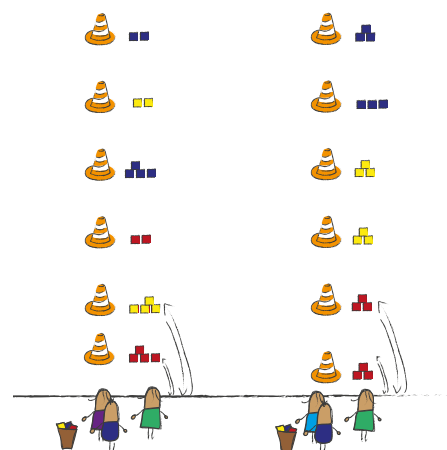
E



Now we're really getting into the "order picking" game. In a moment, I'll give you an order that you have to process from start to finish in the correct order. You'll start here on the line and walk to the correct section. There, you can take one item and walk back. Once you're back, the next person can leave to pick up the next item on the list. It's a kind of relay race. You can only take one item at a time, and the next person can only leave once the previous one has crossed the line again.



Give each team an order token and decide which order they will process. Both teams will receive the same order. In the next battle, you can choose a different one.



Order list



A	B	C
Dark Blue	Yellow	Dark Red
Dark Red	Yellow	Dark Red
Yellow	Dark Red	Yellow
Dark Red	Dark Red	Dark Blue
Dark Red	Yellow	Dark Red
Yellow	Dark Red	Dark Red
Dark Blue	Dark Blue	Yellow
Dark Red	Dark Red	Yellow
Dark Red	Dark Red	Dark Red
Yellow	Yellow	Dark Red
Dark Red	Dark Blue	Yellow
Yellow	Dark Blue	Yellow

Rules card for students



Explanation card

You see a warehouse with 6 aisles. You may use these 6 empty spaces to store goods. Allocate a space for each item.

Please note the following rules:

- A maximum of four items may be placed at any one location.
- Items of different colors may never be placed together.

It's up to you to prepare the warehouse/goods as best as possible so you can process an order as quickly as possible during the order-picking game. The rules are:

- You must collect a list of orders from start to finish as quickly as possible.
- You may only collect one item at a time.

Tips

- Not all items will be included in your order
- Not all items are equally popular: red items are very popular, yellow items are less popular, and blue items are completely out of fashion

B A T T L E S



C A R G O H A N D L I N G

I N S T R U C T I O N S

- 4 cones
- 2 tennis balls
- 2 rings with cords attached



CARGO HANDLING

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Who is involved in cargo handling? Imagine you are a business owner who buys cocoa beans in Ivory Coast to produce chocolate hearts for Valentine's Day. You want your shipment to arrive quickly, but ships take several weeks to reach Antwerp. Once they arrive, customs must check paperwork before the goods can leave the port.

Many people tug at the same rope:

The buyer wants a low price.

The transporter wants to earn enough for their work.

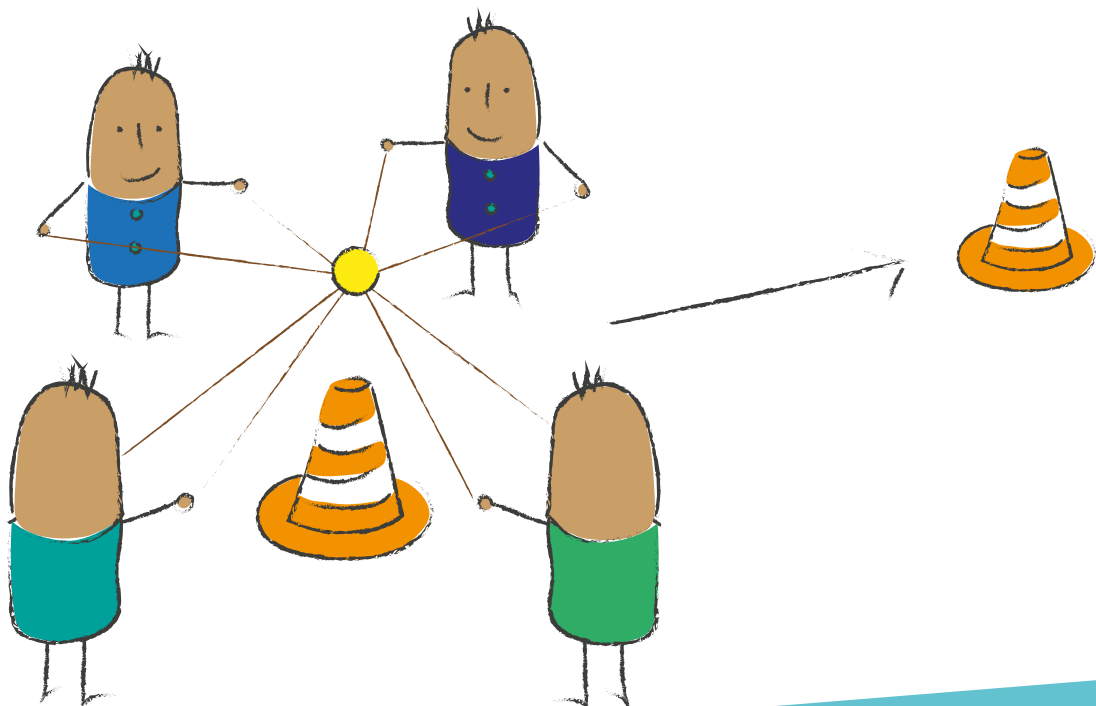
Customs ensures safety and compliance.

Now it's your turn — literally.

You will take the ropes in your hands and move the “goods” (a tennis ball) from one port (cone) to another. You may only touch the ropes.

Teamwork and balance are essential — if one player pulls too hard, the task fails.

The first team to place the tennis ball onto the cone wins. If the ball drops, you start again at cone one.



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I N D U S T R Y

I N S T R U C T I O N S

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The Port of Antwerp is home to many industrial plants — factories where materials are processed. Pipelines are often used to transport liquids like oil or water. Since playing with oil is not ideal, we use a marble instead.

The marble must travel from the start to the finish without being touched. Each team receives 4 pieces of pipeline, which they may handle. You may walk around, but if the marble is rolling inside the piece you are holding, you may not move.

Teamwork is essential! If you touch the marble, drop it, or walk while it's rolling, you must restart.

The first team to reach the finish wins.

