



# BATWHEELS TEAMWORK GAMES



## LEARNING BENEFIT:

Teamwork is an important skill whether you're with family, friends or co-workers. You can help your little Batwheel practice teamwork by playing cooperative games where everyone wins.

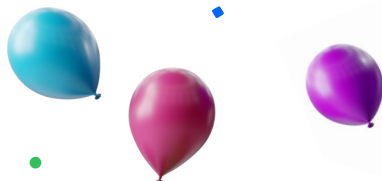
Grab your BatFamily or some BatFriends and play along. Soon you'll be working together just like the Batwheels!



## SAVE THE BATWHEELS FROM THE LEGION OF ZOOM

1. Oh no! The Legion of Zoom are planning to drop goo balloons all over Gotham! The Batwheels can't get stuck in the goo! Your mission is to keep those balloons in the air so the Batwheels can zoom to the rescue.
2. Grab some BatFriends and an inflated balloon. No balloon, no problem - use a balled up sock. And get ready to protect Gotham from goo!
3. Toss the balloon (or sock ball) up and count how many times you can keep it in the air by working together as a team. Be careful not to bump into each other or step on someone's BatToes. Try to keep it aloft at least 5 times (that should be long enough for the Batwheels to stop the Legion of Zoom).
4. When the goo balloon hits the floor, discuss what you can do to keep it in the air longer!
5. Try again and again - teamwork takes practice - and there's always more goo balloons that might drop.

**Cartoonito Extra:** Once your BatTeam gets really good at it (which you will!) go into turbo drive and add more balloons to the game! Can your BatTeam keep two balloons at a time in the air? Three, four, five?





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## BUILD YOUR OWN BATWHEELS WITH YOUR BATTEAM

1. You've been tasked with creating a new Batwheel. Decide with your BatTeam who the vehicle is for - Batman? Batgirl? Robin?
2. Once you've chosen, think about what your vehicle needs and what makes it special. Should your Batwheel fly? Must it drive on water and roads? What other special tools should it have?
3. Grab a piece of paper, some markers or crayons. The youngest person on your BatTeam goes first and draws one part of the Batwheel. Ask your little hero to tell you what they drew and why.
4. Pass the paper to the second youngest member of your team and have them add something else to the Batwheel and tell you about it.
5. Keep on passing the paper from person to person (in age order) to add something special to the Batwheel and explain what they drew and why. Anything goes: wings, propellers, antennae, a tail, a super speed button, or an invisibility shield!
6. When it's all done, name your Batwheel and send it to your superhero to save the day!

