



Rock, Paper, Scissors



Fun Activity

Medium Energy

Equipment required
Cones - if needed for
safety line

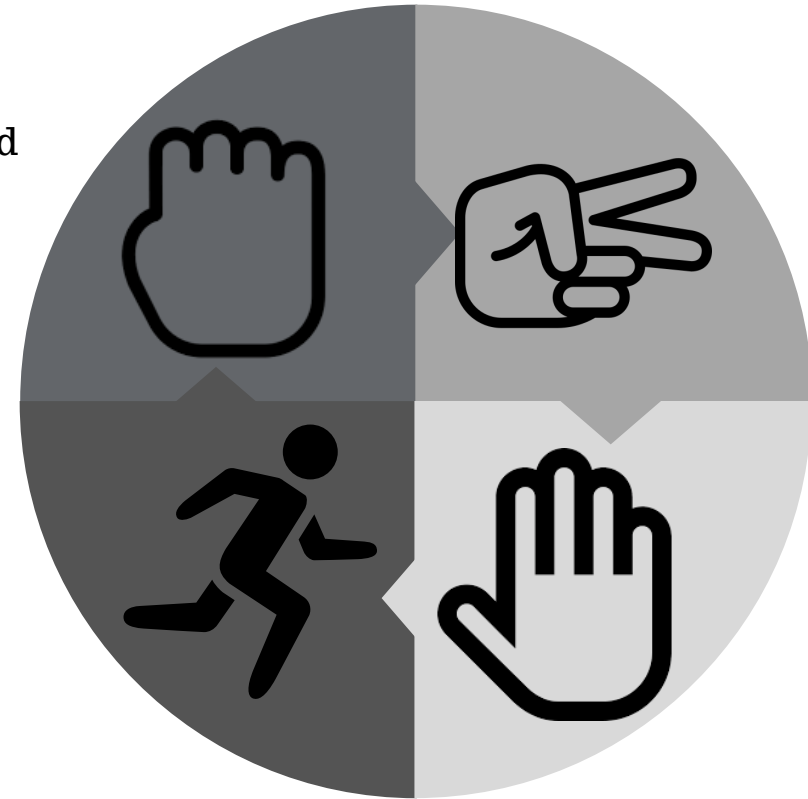
NB: Other adaptations applicable

Activity Overview

Split the group into 2 teams around 5 feet apart. As a team they select either rock, paper or scissor. Once each team has selected their item, they form a line with both teams facing each other. Each child holds out 1 hand to make a fist. Both teams then say together “rock, paper scissors” and both teams show their selected item. The team who win must then chase the other team and try to catch them before they cross their safety line which is located behind them roughly 10 paces away. If caught, they join the other team, the game continues until everyone is on the same team

Outcomes and Skills Development

- Fine motor skills & movement
- Awareness of collaborative work through turn-taking
- Positive behaviour that contributes to fair play: accepting defeat & following rules
- Apply group tactics & strategies
- Links to curriculum





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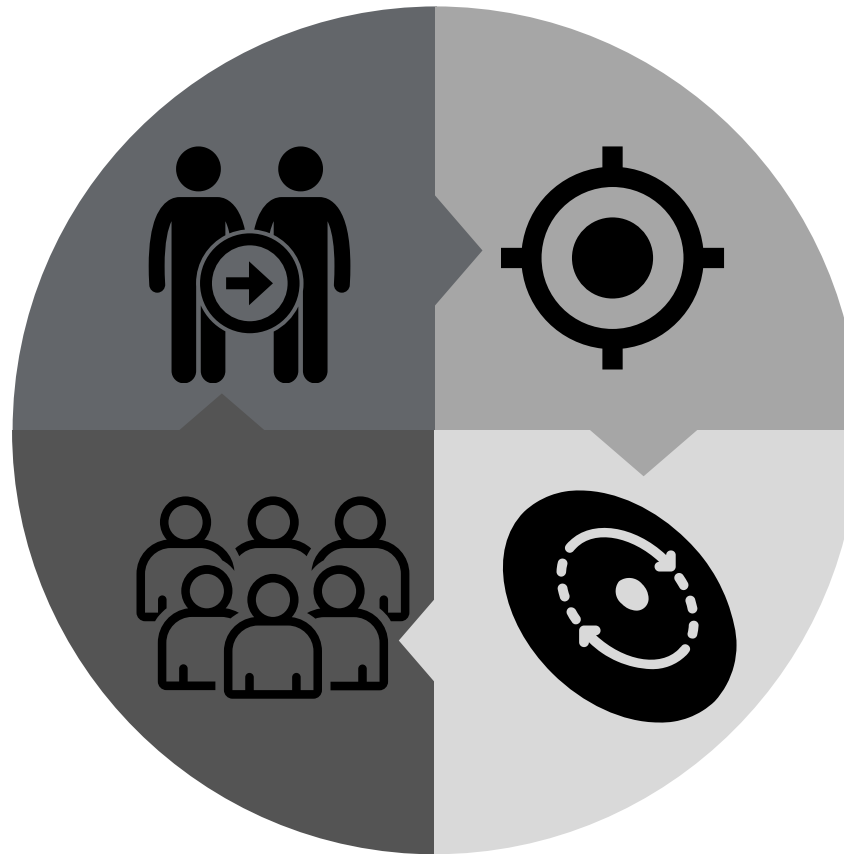
Modifications

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Instead of running, can create fun forfeits for losing the game e.g. 10 star jumps.

Small Group

Follow Activity Overview. Instead of swapping teams, players/teams have 3 lives.



Progression

- Increase distance of safety lines.
- To challenge individuals, have the faster ones start further back.
- Encourage team talks before each round to discuss tactics/strategy.
- Change "Rock, Paper, Scissors" to areas of the curriculum - maths sums etc