

Bonus Activity:

Rock-paper-scissors-pencil

An adaptation of the classic game for children to cooperate and talk about their feelings when they need to change and adapt.

Description

- Ask your students to split in 2 teams and set the lines-boundaries of each team's space on the two edges of the court.
- Ask each team to collaborate and agree on specific body movements representing “rock”, “scissors”, “paper” and “pencil” (about 5 minutes).
- After that, each team, presents its movements to the rest.
- There are some rounds on which every team selects and represents one of these objects to the other team.
- Each team is given an extra 1 minute to decide which object to represent in every round, and then both teams are approaching the center (halfway from the boundaries set for each group).
- With teacher’s mark each team represents by movement the object they had selected before.
- The members of the team who managed to select the most powerful object in each round, are chasing by trying to catch as many members of the other team as possible before they reach their team’s lines of the court.
- The members of the other team are trying to run and cross the lines-boundaries of their space, in order to be “safe”.
- The people who were caught, change group by going to the other one, and the process is repeated.
- The activity ends when all of the participants are in the same group.

Discussion questions

Reflect

How was the game? Did you find it fun?

Connect

How was the situation when you changed teams? Could you adapt quickly?

Apply

How can we adapt to new situations in life?

Facilitation notes

The goal of this game is to get children talk about their adaptation experience.

Number of Teachers or Coaches	2
Number of Students or Athletes	16-20
Typical Age Group	9+
Time Needed	20 min
Space Needed	Playground, sports hall
Materials Needed	
Activity Objective	To reinforce cooperation, communication skills, and coordination.
Related Units	Unit 2&3
Related Learning Competences	Cooperation, coordination, decision making, leadership, adaptability.

Rules:

- Scissors beat paper because scissors cut paper.
- Paper beats rock because paper wraps around rock.
- Rock beats scissors because rock makes scissors dull.
- Pencil beats paper because pencil writes on paper.
- Rock beats pencil because rock breaks pencil.
- Scissors beat pencil because scissors make pencil dull.
- If both players choose the same, it is a tie.